TREATIS

ON THE

GAME OF CHESS;

CONTAINING

A regular System of Attack and Defence:

ALSO,

NUMEROUS RULES AND EXAMPLES, TEACHING THE MOST APPROVED METHOD OF PLAYING PAWNS AT THE END OF A GAME.

TO WHICH IS ADDED,

A SELECTION

OF

CRITICAL AND REMARKABLE SITUATIONS,

WON OR DRAWN BY SCIENTIFIC MOVES.

Savoir la marche est chose très unie,
Jouer le jeu, c'est le fruit du génie
J. B Rousseau.

BY J. H. SARRATT.

A NEW EDITION, REVISED AND IMPROVED,

WITH

Additional Notes and Remarks

BY W. LEWIS,

Teacher of Chess.

LONDON:

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DEDICATION.

TO

ABRAHAM SAMUDA, Esq.

DEAR SIR,

It is with peculiar propriety that I dedicate this treatise to you, as, independently of your great predilection for the game of Chess, I have long had the pleasure of being in habits of intimacy with you.

I am extremely solicitous that it should prove not undeserving the patronage of amateurs and scientific players; I have therefore revised it with the utmost care, and indulge the pleasing hope that it may facilitate the study of a game which has been celebrated for ages.

I am,

Dear Sir,

Your obliged and affectionate Friend,

J. H. SARRATT.

Queen Street, Bloomsbury Square,
November, 1, 1808.

ADVERTISEMENT.

In consequence of the death of the author, the proprietors of this work requested me to prepare the present edition for the press, with such alterations and improvements as I might think proper to make; it remains, therefore, for me to inform the reader in what respect it differs from the former edition.

The work was originally printed in two volumes; it is now, by a different arrangement, compressed into one, without, however, any abridgement of the original; the consequence is, that it is now offered to the public at a considerably reduced price.

The order of the games has been changed, those of similar openings being now classed together.

Instead of describing the position of the pieces in the critical situations, as in the former edition, a diagram for each position has been substituted, which will enable the reader, without having recourse to his chess-board and men, to amuse and improve himself by trying to discover the solution.

A table of contents, which was much wanted, has also been added.

I have examined every game with care; some I have

corrected, and to others I have written additional notes; these, though not numerous, will, I hope, be found useful.

Some observations in the preface, on an anonymous author, I have ventured to omit, conceiving them unnecessarily severe, and in every respect unworthy the notice of so remarkably excellent a chess-player as Mr. Sarratt.

W. LEWIS.

No. 4, Nassau Street, Scho,
May, 1822.

PREFACE.

WHEN the Author considers the many treatises on Chess, which have lately been published, he feels himself imperiously called upon to state the reasons which have induced him to submit this work to the public.

Many of those treatises are mere translations of the works of *Stamma* and *Greco*: others have been compiled by persons who do not appear to possess a knowledge of the game adequate to the task of directing the improvement of amateurs: with the exception of the justly celebrated work of *Philidor*, it may be asserted that no original treatise on Chess has made its appearance within these thirty years.

Almost every publication on this game is obviously defective in two points of the utmost importance: 1st, *a regular system of defence*; and, 2dly, *the method of playing pawns at the end of a game*.

An accurate *system of defence* against the *temporary* attack which the first move commonly gives to a skilful player, has been but little attended to by most writers: some, as *Gianutio* and *Greco*, have omitted it altogether; while others have been so concise in their

directions that no solid instruction can be derived from them.

A considerable portion of the second part of this work is devoted to the sole purpose of enabling the player who has *not* the move to oppose successfully his adversary's attack; and the author has endeavoured to prove, that among players of equal skill, the advantage of the first move is by no means sufficient to decide the event of the game.

Rules to teach *the method of playing pawns at the end of a game* are scarcely to be found in any English or French treatise: the *Traité des Amateurs* has only given a few general rules; and it is much to be regretted that *Philidor*, who played pawns with such commanding skill, should have inserted only two or three examples.

To play pawns correctly is of the utmost importance, for when two players possess a competent degree of skill, frequent exchanges of pieces happen, and each player often remains with two or three pawns, on the skilful management of which depends the winning of the game.

This part of the game is as difficult as it is important: many amateurs, who play the pieces tolerably well, play the pawns very badly: it appears therefore rather extraordinary, that of so many writers on the game of Chess, scarcely any one should have devoted a sufficient portion of his work to teaching the method of playing the king and conducting pawns to queen. In this department, the author presumes to hope that his treatise will be found to contain a much greater

variety of rules and examples than any other work published in Great Britain.

The oldest writer on Chess appears to be DAMIANO a Portuguese. He lived in the first part of the sixteenth century, and died in 1544. It is difficult to speak too highly of his abilities as a chess-player. Unlike all other writers on Chess, he had no model to guide him, no treatise which he could copy, or from which he could extract: every brilliant move in his treatise seems to belong exclusively to him, and the fertility of his genius is astonishing. His numerous Situations have been copied by almost every writer; several attempts to improve upon them have been made, but though many of those attempts evince considerable ability, DAMIANO's Situations still retain their superiority over all others. In the few *débuts* and *games* which he has inserted, DAMIANO has displayed an equal degree of science and genius; and the rules which he has given to learn to play *without seeing the board*, proved that he excelled in that most difficult recreation.

It is remarkable that Portugal has produced no other chess-player of celebrity; for although Sebastian, king of Portugal, was extremely partial to the game, and patronised several eminent players, it does not appear that he excelled in it.

DAMIANO's work was originally written in Spanish and Italian; the first edition was printed at *Rome*, by *Antonio Bladi*, in November 1524: the *second* was

printed at *Venice*, in 1564; the *third* at *Bologna*, by *Gio. Rossi*, in 1606; and the *fourth* at *Venice*, by *Pietro Farri*, in 1618. This work is extremely scarce.

Rui Lopez, who appears to have been in high favour with Philip II., king of Spain, flourished about thirty years after *Damiano*: his treatise on Chess was translated into Italian, and printed at *Venice*, by *Cornelio Arrivabene*, in 1584. It contains many *débuts*, or openings of games; several of which are useful, and prove that Lopez was a good player, although he was unquestionably inferior to *Damiano*, whom he has most injudiciously attempted to criticise.

Many of Lopez' games have been copied by Giochimo Greco.

Zerone, who was also a Spaniard, was contemporary with *Lopez*. He wrote a treatise on Chess, which, probably, was never printed. *Lopez*, *Zerone*, and another Spaniard named *Medrano*, played extremely well without seeing the board.

Toward the end of the sixteenth century lived the celebrated Paolo Boi, born at *Syracuse*, in the island of Sicily. He is universally allowed to have been a first-rate player. Among his admirers and patrons he had the honour of reckoning *Pope Pius the Fifth*; *Philip the Second, king of Spain*; and *Sebastian, king of Portugal*.

Paolo Boi could play three games at once, without seeing either of the boards, and he performed it with so much facility, that he commonly conversed at the same time with his friends.

His friend and rival Dr. Giochimo Lionardo, born

at *Cutri*, in the kingdom of Naples, is greatly celebrated by Dr. *Salvio*, under the title of "*Il Puttino, overo il Cavaliere errante;*" he was called *Puttino*, on account of his youth, and the epithet of *Cavaliere errante* was bestowed upon him by *Sebastian*, king of Portugal, on account of his seeking rivals and challenging them. He was equal to *Paolo Boi*, and superior to *Rui Lopez*, of whom he won three games successively, in the presence of *Philip the Second*.

Both *Paolo Boi* and *Lionardo* wrote on Chess, but unfortunately their works were never printed. *Paolo* died in 1598.

Many capital players flourished about that time; among them were,

Don Salvator Albino;
Thomas Caputa;
Don Horatio Paterno;
Don Blasco Isfar;
Don Girolamo;
Signor Mauro;
Don Mariano Marano;
GIANUTIO;
Dr. ALESSANDRO SALVIO; and
DON PIETRO CARRERA.

Gianutio published his treatise at *Turin*, in 1597; it is by no means an instructive work; but it contains a few remarkably scientific moves. It is extremely scarce.

Dr. *Salvio's* treatise possesses uncommon merit, and it is much to be regretted that it should be so very scarce. Dr. *Salvio* was a man of learning and

erudition; and, as a chess-player, appears to have been equal to *Paolo Boi* and *Lionardo.* His *openings of games* are mostly accurate, and they evince the fertility of his genius, while they exhibit his promptness at resource. Unfortunately most of them are of little use in countries where the King is limited in his castling. *Salvio*, when he had the move, commonly castled in a manner which is not allowed in this kingdom; that is to say, he moved his King to his Rook's square, and his Rook to his King's square. There can be no doubt entertained of the superiority of this method of castling over ours. The last edition of *Salvio's* treatise was published by *Felice Mosca*, at Naples, in 1723, many years after the death of the author.

Don Pietro Carréra was born in 1571, at *Militello*, in the *Valle de Noto*, in the island of Sicily. He compiled an elaborate treatise on Chess, which was printed in 1617. It is a very entertaining and well written work, containing much information and several very curious anecdotes; but in point of utility, it is much inferior to *Salvio's*. *Carréra* has, however, evinced considerable skill in his observations on the method of playing pawns at the end of a game.

Giochimo Greco, so well known by the name of the *Calabrois*, from Calabria, the place of his nativity, owed his good fortune to his skill in Chess. He was of very low extraction, but having accidentally learned the game, he improved so rapidly, that *Don Marano*, being informed of young *Greco's* aptitude for Chess, took him to his house, and treated him as kindly as if he had been one of his relatives. Under his guidance

and tuition *Greco* improved so much as nearly to rival his master.

Some time after *Greco* went to Paris, and beat the best players in that city, among whom were the Duke de Nemours, La Salle, &c. In the *Mercure Galant* for June 1683, appeared the following lines, addressed to *Greco*, on his skill in Chess:

> " A peine dans la carrière
> Contre moi tu fais un pas,
> Que par ta démarche fière,
> Tous mes projets sont à bas :
> Je vois dès que tu t'avances,
> Céder toutes mes défenses,
> Tomber tous mes champions ;
> Dans ma résistance vaine,
> Roi, Chevalier, Roc, et Reyne,
> Sont moindres que tes Pions."

Greco died in the East Indies, and bequeathed all his property to the Jesuits!

His treatise was first published in London, by Herringman, in 1656; but that edition is extremely imperfect. Several complete editions were subsequently printed at Paris and Amsterdam. Very little improvement is to be derived from his treatise, as he directs only the *attacking* player to move *properly;* his method of attacking is however remarkably skilful.

In 1737, PHILIP STAMMA, a native of *Aleppo*, published at Paris, a small work containing a hundred Situations or ends of games: many are remarkably instructive, and ought to be known by every amateur: others, there is every reason to believe, never occurred in the course

of a game, and it may be doubted whether they *could* occur.

Stamma was in London in 1745, and published an improved edition of his treatise: beside the hundred Situations it contains *seventy-four débuts*, or methods of opening a game: five or six of them are extremely useful and truly scientific; all the rest are very inaccurate. There is a singular affectation in his directing the White (who has invariably the first move) to begin his attack so incautiously that it always ends in his defeat. It is not unworthy of remark that in the French edition, he says, in commenting upon *Greco's* gambits: "Personne ne joue le gambit à moins qu'il ne veuille perdre, ou qu'il ne joue contre quelque novice." "Nobody plays the gambit, unless he wish to lose, or unless he play against a bungler." And yet in the London edition, he asserts that the *very best* method of opening the game is to play the Queen's Pawn two squares, and then the Queen's Bishop's Pawn two squares, &c. Is not *that* a gambit?

Stamma played *ten* games with Philidor, and won only *two*.

In 1749, PHILIDOR published the first edition of his "Analysis of Chess." The celebrity which this highly finished player acquired is such, that he has generally been considered the most scientific player of the age: he likewise obtained considerable fame by playing *two* games, and sometimes *three* games at once, without seeing either of the boards.

"L'Analyse du Jeu des Echecs," or "The Analysis

of the Game of Chess," has gone through several editions: it is unquestionably a very valuable work, but it is of use only to good players. Let any one, who may be disposed to contradict this assertion, carefully examine the *first* game, and he will readily acknowledge that none but a very good player can profit by the rules laid down in the notes, or appreciate the skill which the player of the White evinces in sacrificing one of his *Rooks* for a *Knight*, as Philidor directs him to do at the twenty-fourth move. Indeed the White wins *solely* by the very scientific method in which *he plays his Pawns*; and it may be asserted that no *common* player can derive any benefit from it.

Philidor said, that he who had the *first* move, ought to *win* the game. All other writers on Chess concur in opinion, that, if both parties play equally well, the game ought to be *drawn*. With the utmost deference to *Philidor's* judgement, his assertion does not appear to be justified by experience; and it seems easy to prove, that the player who has the *first* move can not gain any advantage by his attack, if his opponent adhere to a regular system of *defence*, which *Philidor* has certainly analysed with a less degree of care than he has bestowed on the *attack*.

To corroborate this assertion, it is sufficient to examine a few of his games, and it will be seen, that, if the player of the Black were to play properly, it would be in his power to oppose successfully his adversary's attack.

PHILIDOR reprobates two moves, which have had

the sanction of almost every other skilful player; and it does not appear that he has clearly pointed out their impropriety. The two moves are, *playing the King's Knight to its Bishop's third square,* the second move; or, instead of it, the *Queen's Bishop's Pawn one square:* "Either of these moves," says Philidor, "is very bad play for him who has the first move, as he loses the attack in consequence of it." It is presumed that the examples which he has adduced are insufficient to prove his assertion.

PHILIDOR says, that the *King's gambit,* when properly attacked and defended, ends in a *drawn game.* The members who composed the celebrated Academy of Chess at Naples, after a most careful analysis, gave it as their opinion, that *he who plays the gambit ought to lose the game.* Experience tends to confirm their decision: the *King's gambit* is an instructive game, replete with critical and remarkably striking situations, and very few players know how to defend it; but when the defence is correct, he who attacks has indisputably the disadvantage: Salvio's proverb is well known; "*Gambitto a giuocator non farsi lice.*"

Philidor says that a player remaining at the end of a game, with a *Knight* or *Bishop* against a *Rook,* may *draw* the game: it is generally true, but it requires very good play, and it is surprising that *Philidor* should have omitted to teach the amateur how to defend himself in that conjuncture.

In 1750 a treatise, entitled "*Practical and theoretical Observations on the Game of Chess,*" was published

at *Modena*. The author chose to conceal his name, and it is difficult to assign a satisfactory reason for his diffidence, for it is unquestionably a publication of great merit, and real utility.

Giambatista Lolli, a native of *Bologna*, published a voluminous treatise on Chess, in 1763. He appears to have been an indefatigable, and a very good player, for he has evinced as much patience as skill in analysing situations remarkable for their intricacy.

Cozio's work, published in 1766, is but little known, though it is not devoid of merit. He appears to haye made copious extracts from *Carrèra*.

Several very good players, who met at the "*Caffè de la Règence*," at Paris, compiled a treatise on Chess, in 1786. It contains many games in which one party is made to receive the various odds given in this game. The authors have evinced more science in those games than in any other part of their work, which, nevertheless, may afford much instruction to beginners. There appear many objections to their method of expressing the different moves by the first eight letters of the alphabet. Thus for instance, P. E. 4. means that the player of the *White* has moved his King's Pawn two squares, and P. E. 5. denotes the same move for the *Black*. This method occupies less space than that which *Philidor* has followed, but it is greatly inferior to it in perspicuity: to beginners it is particularly puzzling, and even those who understand it can not so readily discover the essential moves, as if they were expressed in words.

The principal players who assisted in compiling

that treatise were *Carlier*, *Leger*, *Bernard*, and *Verdoni*. The latter died at his apartments in Panton Street about four years ago; he was incontestably a player of the first order.

E. Stein, a German, residing in Holland, published a work on Chess, in 1789; it contains, besides, what he is pleased to call "Réflexions Militaires," intended to appoint out the analogy between Chess and the military art. The plan of *Stein's* work is very good, but the execution of it is extremely indifferent. In his rules for playing pawns at the end of a game, he is frequently incorrect, and some situations, which he pronounces to be *drawn games*, may very easily be *won*.

The improvements which the author of the following treatise has attempted are:

A regular system of defence against the attack commonly gained by the first move.

An analysis of the moves censured by Philidor. The author endeavours to prove, that *playing the King's Knight to its Bishop's third square*, the second move, is very good play; and also, that the player who plays his *Queen's Bishop's Pawn one square*, the second move, does not play ill, even though his adversary should play his Queen's Pawn two squares.

The method of *drawing* a game with a *Bishop* or *Knight* against a *Rook*.

The method of *drawing* a game with *both Bishops* against a *Queen*.

The method of *winning* with a *Queen* against *both Knights*.

A great variety of examples, teaching the most ap-

proved system of playing pawns at the end of a game. To this important department the author has devoted particular attention.

He has also inserted the most expeditious method of checkmating with a *Rook*; with *both Bishops*; and with *a Knight* and *Bishop*.

Convinced that a collection of critical and remarkable situations, or ends of games, will prove highly entertaining and instructive to amateurs, the author has selected seventy-eight; some of which have never been published; and he has included a few situations in which a skilful player may compel his adversary to *stalemate* him, and some in which he can even oblige his antagonist to *checkmate him*. These situations will not greatly improve amateurs, unless they attempt to find out the method of winning without looking at the solution: the author has therefore deemed it eligible to insert the *situations* in the *first* part, and the *solutions* in the *second*: and he earnestly recommends amateurs to seek diligently for the proper moves, without having recourse to the *key*: the improvement which they will derive from adhering to that system will amply compensate them for their trouble.

The author can not conclude without acknowledging the assistance which he has derived from several of the works which he has mentioned; particularly "*Practical and theoretical Observations on the Game of Chess,*" published at Modena in 1750.

Extremely fond of Chess, and anxious that it should be more generally played, and the author's ut-

most ambition is to facilitate the study of that noble, but difficult game; and he hopes that his endeavours will meet the approbation of amateurs and scientific players; with a great many of whom he has frequently had the honour of contending "on the checkered field."

N. B. In all *directions* for playing, the author has used the preposition *to* instead of *at:* the verb *move* being evidently understood, the phraseology of "*move* the King's Knight *at* its Bishop's third square," is grossly improper. It is a complete gallicism.

In the seventy-eight situations, the word *at* has been retained; no *movement* of the pieces being implied, but merely their *position* described.

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EXPLANATION

OF THE

FIGURES USED IN THE DIAGRAMS.

WHITE.		BLACK.	
	King.		King.
	Queen.		Queen.
	Rook.		Rook.
	Bishop.		Bishop.
	Knight.		Knight.
	Pawn.		Pawn.

LAWS

OF

THE GAME.

1.

THE Chess-board must be placed in such a manner, that each player may have a white square on his right hand; that is to say, the player of the white pieces must have his *King's Rook* on a white square; and consequently the player of the black pieces will have his *Queen's Rook* also on a white square. If the chess-board be improperly placed, and either of the players perceive it before four moves on each side have been played, he has a right to insist on the chess-board's being properly placed, and on re-commencing the game; but if four moves have been played, the chess-board must remain in that position during the whole of that game.

2.

If the pieces or pawns be improperly placed, the player who first perceives it may insist on the mistake's being rectified, provided four moves on each side have

not been played; for, after the fourth move, the pieces must remain as they were placed.

3.

If a player begin a game without having all his pieces, and if he do not perceive it until the fourth move have been played, he must finish the game without the pieces or pawns which he has forgotten.

4.

If a player agree to give the *odds* of a piece or a pawn, and, notwithstanding that, should begin the game *even*, he shall not be allowed to take the piece or pawn off the board, which he was to give to the inferior player; but, on the contrary, he shall be obliged to finish the game with all his pieces: and the inferior player shall not *lose that game;* for even if he should be check-mated, it shall be considered as a *drawn game.*

5.

When the game is played *even;* the players must draw for the first move: after the *first* game the move belongs alternately to each player.

N. B. In Germany, he who wins the game has the advantage of playing first the next game, but this seems unfair.

6.

The player who gives odds has always the advantage

of the move; except, of course, in those games where the move is also given to the inferior player, such, for example, as the *Pawn and move*, &c.

7

When a player has *touched* a piece, he must *move* it, unless, *at the moment of touching it*, he should say, "*J'adoube*:" if a piece be not placed exactly in the centre of its square, or if it should fall, the player must say, "*J'adoube*," in placing it properly; else his adversary may compel him to play it.

8.

As long as a player holds a piece, he is at liberty to play it where he chooses; but when he has *let it go*, he can not recal his move.

9.

If a player *touch* one of his adversary's pieces, without saying "*J'adoube*" he may be compelled to take it: if the piece can not be taken, the player must move his King; and, if neither the piece nor the King can be moved, no penalty shall be inflicted.

10.

If a player should, by mistake, play one of his adversary's pieces instead of his own, his adversary may compel him either to take it (if it can be taken), to replace it where it was, or to let it remain where he played it.

11.

If a player take one of his adversary's pieces with a piece that can not take it, without a false move, his adversary may compel him either to take it with any other piece, or to play the piece which he touched.

12.

If a player take one of his pieces with another of his, his adversary may oblige him to play either of the two pieces.

13.

If a player make a false move, his adversary may oblige him either to let the piece remain where he played it, or to play it on some other square. Or, if the adversary should prefer it, he has a right to oblige the player, who made a false move, to replace the piece where it previously was, and to play the King instead of it.

14.

If a player should play two successive moves, it is in his adversary's power to oblige him to put back the *second* move; or, if he choose it, he may insist on continuing the game, as if only *one* move had been played.

15.

A Pawn that is pushed two squares may be taken "*en passant*," by the adversary's Pawn.

N. B. This is not the case in Italy; a Pawn is allowed to pass " *en prise;* and that is called " *passar battaglia.*

16.

The King must not castle; 1st, if he have moved; 2dly, if he be in check; 3dly, if any of the squares, over which he moves in castling, be under the power of one of his adversary's pieces; and, 4thly, if the Rook have moved. A player who castles in either of these *four* cases, must put back the move; and his adversary has the option of compelling him to play either the King, or the Rook, with which he intended to castle.

It is almost unnecessary to observe, that, when the King castles with *his Rook*, the King must be placed on the Knight's square, and the Rook on the Bishop's square: when he castles with the *Queen's Rook,* the King is to be placed on the Queen's Bishop's square, and the Rook on the Queen's square. This is the only method of castling which is allowed in Great Britain, France, and Holland; but in Italy, and other parts of the continent, a player may castle in *four* different ways; 1. The King at the Knight's square, and the Rook at the Bishop's square. 2. The King at the Knight's square, and the Rook at the King's square; 3. The King at the Rook's square, and the Rook at the Bishop's square; and, 4. The King at the Rook's square, and the Rook at the King's square. These different methods of castling render the game remark-

ably interesting. If the *third* method of castling were allowed in playing *Cunningham's Gambit*, the attack would perhaps be irresistible.

17.

If a player touch one of his pieces which can not be moved without placing his King in check, he must play his King; and if the King can not move, no penalty is to be inflicted.

18.

Whenever a player attacks his adversary's King, he must say "*Check*;" and if he forget to say it, the adversary needs not move his King, or take notice of the check; and if the player, who did not say "*Check*," should, on the next move, attack the Queen, or any of his adversary's pieces, and say "*Check*," the player, whose King is in check, may put back his last move, and, instead of it, remove his King, or cover the check.

But if a player should carelessly move his King in check, it is difficult to determine the penalty which he incurs by it. The author of this treatise, when a beginner, committed that mistake, while playing against *Mr. Verdoni*, who immediately attacked his Queen, at the same time saying "*Check*," and of course took the Queen the next move. *Mr. Verdoni* added, that rule was uniformly followed at the Chess-club at Paris.

19.

If the King have been in check during two or more

moves, and it be not possible to ascertain how it happened, he, whose King is in check, may, as soon as he perceives it, put back his last move, and remove his King, or cover the check.

20.

If a player say "*Check*" without giving check, and his adversary should in consequence move his King, or touch any piece to cover the check, and should afterwards perceive that he is *not in check*, he may put back his last move, provided his opponent have not already played his next move.

21.

If a player have moved, previously to perceiving a false move, or any other mistake which his adversary may have committed, he can no longer insist on the penalty: he should have noticed the mistake before he *moved* or *even touched* a piece.

22.

When a player has pushed a Pawn *to Queen*, he is at liberty to make a *second Queen*, a *third Rook*, or any other piece which he may deem more useful for his attack or defence.

N. B. This rule has been observed from time immemorial; and there are several examples of a player's having two Queens in *Greco's* Treatise. Some persons, who wish to be singular, pretend that a player who passes a Pawn *to Queen*, can not call for a Queen unless

he have lost or exchanged his own; and they say, that a player can call only for the piece which he has lost. Many examples may be given where a skilful player will push a Pawn *to Queen* before any exchange has taken place: in that case, *what will the Pawn be called, and of what use will it be to the player?* Will any person, who knows something of the game, venture to say that the Pawn, when it has once reached the *adversary's line*, must remain there *a non-descript*, until an exchange take place? Again, suppose a player should have exchanged only his *White Bishop*, and the Pawn should reach a *black square*, what is it to be? But it is useless to expatiate any further on an absurdity.

23.

At the end of a game, when a player remains with a Rook and a Bishop against a Rook; with both Bishops, or with a Knight and Bishop against the King, &c. if he can not check-mate his adversary in *fifty* moves, the game will be considered as a drawn game.

But, if a player engage to check-mate his adversary with a marked pawn, or with any particular piece, the number of moves is then unlimited.

24.

If the King be *stale-mated*, the game is a *drawn game*.

Formerly, at *Parsloe's Hotel*, where several of the first players in Europe held a club, he who *stale-mated*

his adversary *lost* the game; on the contrary, in Turkey, he who *stale-mates* his adversary *wins* the game. In France, Italy, Germany, &c. stale-mate has always been considered a *drawn* game.

It seems totally repugnant to the nature of chess, that a player should *win* the game, because his adversrry has stale-mated him. If it were generally adopted, every player might have a *twofold* object in view, *that of check-mating his adversary, or that of compelling his adversary to stale-mate him.*

Philidor says, that, in an edition of Greco's Treatise, published in London in 1656, stale-mate is considered a *won* game, but that edition is incomplete, edited by a person who knew nothing of chess, and who was even ignorant of Greco's name, for he calls him *Biochimo,* instead of *Giochimo:* it is beside unquestionable, that Greco followed the rule adopted by all Italian players of eminence, such as Paolo Boi; Lionardo da Cutri; Salvio; Carrera; Marano; Gianutio, &c.; and they uniformly considered stale-mate as a *drawn* game.

An extremely insignificant treatise, compiled by Jos. Barbier, in the seventeenth century, says, that "He that hath put his adversary's King into a stale, loseth the game:" and he assigns the following *sapient* reason, "Because he hath disturbed the course of the game, WHICH CAN ONLY END WITH THE GRAND CHECK-MATE!" It would be difficult to devise any argument more effectually subversive of his hypothesis.

25.

Should any dispute arise between two players, on the subject of a move, not referred to in any of these laws, the by-standers, who are not interested in the game, are to be applied to, and their decision ought to be considered as binding to both parties.

PART I.

CONTAINING

DIFFERENT METHODS OF OPENING THE GAME; AND TAKING AN ADVANTAGEOUS SITUATION IN THE FIRST TWELVE OR FOURTEEN MOVES.

FIRST GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth sq.	2. The same.
3. Q. B. P. one square.	3. K. Kt. to its B. third square.*
4. Q. P. two squares.	4. K. P. takes Q. P.†

NOTES OR REMARKS

ON SOME OF THE MOST ESSENTIAL MOVES.

Few Players know how to defend themselves against an attack; this Part is intended to enable the Player, who has the first move, to avail himself of the mistakes which his adversary will probably commit, and to pursue a steady and regular system of attack.

The mistakes which the Player of the Black commits will be pointed out, and it will be shown in the *Second Part*, that, if the Black had played properly, the White could ***not have* CONTINUED *his attack.***

N. B. Throughout the work the *second* person will denote the *White;* and the *third* person the *Black.*

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* This move, though very generally played, even by good players, is certainly a bad move.

† If the Black were to retire his King's Bishop to his Queen's third square, you would win a piece, as will be shown in a Variation, beginning at the *fourth* move of the Black.

WHITE.	BLACK.
5. K. P. one square.	5. K. Kt. to adv. K. fourth square.*
6. K. B. takes K. B. P. and checks. †	6. K. takes the B.
7. Q. to K. B. third sq. giving check.	7. K. Kt. to K. B. third square.
8. K. P. takes K. Kt.	8. Q. takes K. P.
9. Q. gives check at adv. K. R. fourth sq. ‡	9. Q. to K. Kt. third sq.
10. Q. takes K. B.	10. Q. takes K. Kt. P.
11. Q. to adv. K. B. fourth sq. giving check.	11. K. to his square.

12. Q. to K. B. third square; and you will win the game, whether the Black exchange Queens or not.

* Instead of this move the Black might play the Queen to his King's second square; or his Queen's Pawn two squares; but you would neverthelcss have the best of the game, as will be demonstrated in two Variations beginning at the *fifth* move of the Black.

† Instead of this move, you might play your King's Bishop to the adversary's Queen's fourth square: but he would then sacrifice his Knight for *three Pawns,* as will be shown in the second Part.

‡ It seems that if you were to give check at the adv. Queen's fourth square, you would likewise win the Bishop; but he would cover the check with his Queen at his King's third square, and giving you check at the same time, you would be compelled to exchange Queens.

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. B. P. one square.*	3. *K. Kt. to its B. third square.*
4. *Q. P. two squares.*	4. K. B. to Q. third sq.
5. Q. P. takes K. P.	5. K. B. takes Q. P.
6. K. B. P. two squares.	6. K. B. to Q. third sq.*
7. K. P. one square.	7. Q. to K. second sq.

8. The same; and of course you will win a piece.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. B. P. one square.*	3. *K. Kt. to its B. third square.*
4. *Q. P. two squares.*	4. *K. P. takes Q. P.*
5. *K. P. one square.*	5. Q. to K. second sq.
6. Q. B. P. takes K. P.	6. K. B. checks at adv. Q. Kt. fourth sq.†

* If the Black were to take your King's Pawn with his Knight, you must play your Queen to the adversary's King's Rook's fourth square, and you will certainly gain a piece.

† If, instead of giving check with his King's Bishop, he were to retire it to his Queen's Knight's third square, you should play your Queen to your King's second square, and your situation would be much better than his.

WHITE.	BLACK.
7. K. to B. square.*	7. K. Kt. to adv. K. fourth square.†
8. Q. to K. Kt. fourth sq.	8. Q. B. P. one square.‡

* This move may appear bad to some players, who think that it is indispensably necessary to *castle*; it is, however, the only move by which you are enabled to preserve your attack: if you were to cover the check with your Queen's Knight, the Black would play his King's Knight to your King's fourth square, make *two* exchanges, and then push his Queen's Pawn one square, which would totally destroy your attack, and disunite your Pawns. If you covered the check with your Queen's Bishop, the Black would nevertheless play his King's Knight to your King's fourth square, and, after having exchanged both his King's Bishop and King's Knight, he would push his Queen's Pawn one square. But by moving your King, he finds himself obliged to remove his King's Knight (which remains *en prise*), and he can play it only to your King's fourth square, or to its own square; either of which moves gives you by much the best of the game.

† If the Black, instead of playing his King's Knight to your King's fourth square, play it to its own square, you must play your King's Knight to its Bishop's third square, and your situation is greatly superior to that of your adversary, as his pieces are confined: if he play his King's Bishop's Pawn, you must play your Queen to her Knight's third square; and if, instead of the King's Bishop's Pawn, he should play his Queen's Pawn one square, you will win either his King's Bishop or his Queen's Knight, by giving check with your Queen at her Rook's fourth square.

‡ If the Black, at the eighth move, should play his King's Knight to his Bishop's third square, you must not take it with your King's Pawn, but you must take the adversary's King's Knight's Pawn with your Queen, and then the King's Knight with your *Queen*: if you took it with the Pawn, your adversary would check-mate you with his Queen at your King's square.

If Black on the eighth move were to play K. Kt. to his Q.

WHITE.	BLACK.
9. Q. takes K. Kt.	9. Q. P. two squares.
10. K. B. takes Q. P.	10. Q. B. P. takes K. B.

11. Q. takes Q. B. P. and must win the game, having the advantage of two Pawns, and a good situation.

THIRD VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. B. P. one square.*	3. *K. Kt. to its B. third square.*
4. *Q. P. two squares.*	4. *K. P. takes Q. P.*
5. *K. P. one square.*	5. Q. P. two squares.
6. K. P. takes K. Kt.	6. Q. P. takes K. B.
7. Q. to adv. K. R. fourth square.	7. Q. to her third sq.*
8. K. P. takes K. Kt. P.	8. K. R. to its Kt. sq.
9. Q. takes K. R. P.	9. Q. checks at her K. fourth square.

third square, you should move your K. B. to K. second square, and afterwards take the Knight.—Ed.

* If the Black, instead of this move, were to play his King's Bishop to Queen's Knight's third square, or, if he supported it with his Queen's Knight's Pawn, you would win the game, by taking the King's Knight's Pawn with your King's Pawn, and then the King's Rook's Pawn with your Queen. And if the Black, at the seventh move, retired his King's Bishop to its own square, you should first give check at the adversary's King's fourth square, and then take the King's Knight's Pawn with your King's Pawn, by which means you would gain either the Rook or the Bishop.

WHITE.	BLACK.
10. K. Kt. to K. second square.	10. Q. takes K. P. at K. Kt. second sq.* †
11. Q. takes Q.	11. R. takes Q.
12. Q. B. P. takes K. P.	12. K. B. checks at adv. Q. Kt. fourth sq.

13. K. to his B. square; and in that situation you have much the best of the game.

SECOND GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth sq.	2. The same.
3. Q. B. P. one square.	3. K. Kt. to B. third sq.
4. Q. P. two squares.	4. K. B. to Q. Kt. third square.‡
5. Q. P. takes K. P.	5. K. Kt. takes K. P.

* If the Black were to let his King's Rook remain *en prise*, and played his King's Pawn to your Queen's third square, you should take his Rook, giving check; and you might easily make a *second* Queen, and win the game.

† If the Black take the Pawn with his Rook, instead of taking it with his Queen, you must first give check with your Queen at the adversary's King's Rook's square, and then with your Queen's Bishop's Pawn take the adversary's King's Pawn which is at your Queen's fourth square.

‡ Black loses the game by this move.

WHITE.	BLACK.
6. K. B. takes K. B. P. and checks.	6. K. to his B. square.*
7. Q. to K. B. third sq.	7. K. Kt. to its fourth sq.
8. Q. B. takes K. Kt.	8. Q. takes Q. B.
9. K. B. to adv. Q. fourth sq. checking with Q.	9. K. to his second sq.
10. Q. to adv. K. B. second square, and checks.	10. K. to Q. square.
11. K. B. P. two squares.	11. Q. to K. R. third sq.

12. K. Kt. to its B. third square, &c. and your game is better opened than your adversary's.

THIRD GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K.B. to Q.B. fourth sq.	2. K.Kt. to its B. third sq.†
3. Q. P. one square.	3. K. B. to Q. B. fourth square.
4. K. B. P. two squares.	4. Q. P. one square.‡

* If he take the Bishop with his King, you ought to check with your Queen, at the adversary's Queen's fourth square, and then take his King's Knight.

† This move is very commonly played by him who acts on the defensive; playing the King's Bishop to its Queen's Bishop's fourth square, is however a much better move.

‡ It would be better to take the King's Knight with the King's Bishop.

WHITE.	BLACK.
5. K. Kt. to its B. third sq.	5. K. Kt. to adv. K. Kt. fourth square.*
6. Q. to K. second sq.	6. K. B. to adv. K. B. second sq. checks.
7. K. to Q. square.	7. K. B. to Q. Kt. third square.†
8. K. R. to its B. sq.	8. Q. Kt. to its B. third sq.
9. K. R. P. one square.	9. K. Kt. to its B. third square.
10. K. B. to adv. Q. Kt. fourth square.	10. Q. B. to Q. second sq.
11. K. B. takes Q. Kt.	11. Q. B. takes K. B.
12. K. B. P. takes K. P.	12. Q. P. takes K. B. P.
13. K. Kt. takes Q. P.	13. Q. B. takes K. P.
14. K. Kt. to its fourth square.	14. Loses a piece, and the game.

FOURTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth sq.	2. The same.

* This appears to be a good move; it is nevertheless, as attack is premature, very exceptionable.

† If he did not retire his King's Bishop, you ought to play your King's Rook's Pawn one square, and he could not avoid losing a piece.

WHITE.	BLACK.
3. Q. to K. second sq.	3. Q. P. one square.*
4. Q. B. P. one square.	4. K.Kt. to its B. third sq.
5. K. B. P. two squares.	5. K. B. takes K. Kt.†
6. K. R. takes K. B.	6. K. P. takes K. B. P.
7. Q. P. one square.	7. K. Kt. P. two sq.
8. K. Kt. P. one square.	8. K. P. takes K. Kt. P.
9. Q. B. takes K. Kt. P.	9. P. takes K. R. P.
10. Q. takes P. at K. R. second square.	10. Q. Kt. to its Q. second square.‡
11. K. R. to its B. square.	11. K. R. to its Kt. sq.
12. Q. takes K. R. P.	12. K. Kt. takes Q.
13. K. B. takes K. B. P. and checks.	13. K. to K. B. square.
14. Q. B. takes Q. and must win.§	

* It would be better to play the King's Knight to its Bishop's third square, and then castle; but if he played the King's Knight to his King's second square, you ought to take his King's Bishop's Pawn with your King's Bishop, and then check him with your Queen at her Queen's Bishop's fourth square; your game would then be much better than your adversary's.

† If, instead of this move, he were to take your King's Bishop's Pawn, you ought immediately to play your Queen's Pawn two squares, and then take his King's Pawn with your Queen's Bishop.

‡ There will be a Variation from the *tenth* move of the Black to show you how to play if he had moved his King's Rook to its Knight's square.

§ If you were to take his King's Rook with your King's Bishop, giving a discovered check, you would lose the game, as he would play his King's Knight to its Bishop's third square, and you could not win his Queen.

VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. to K. second square.*	3. *Q. P. one square.*
4. *Q. B. P. one square.*	4. *K. Kt. to B. third sq.*
5. *K. B. P. two squares.*	5. *K. B. takes K. Kt.*
6. *K. R. takes K. B.*	6. *K. P. takes K. B. P.*
7. *Q. P. one square.*	7. *K. Kt. P. two squares.*
8. *K. Kt. P. one square.*	8. *K. P. takes K. Kt. P.*
9. *Q. B. takes K. Kt. P.*	9. *P. takes K. R. P.*
10. *Q. takes P. at K. R. second square.*	10. K. R. to Kt. square.
11. Q. B. takes K. Kt.	11. K. R. takes K. R. and checks.
12. Q. takes K. R.	12. Q. takes Q. B.
13. Q. to adv. K. Kt sq. giving check.	13. K. to Q. second sq.
14. K. B. takes K. B. P.	14. Q. to K. second sq.*

15. Q. takes K. R. P. and your game is decidedly better than your adversary's; as you have a pawn more, and a position greatly superior.

* This is the only move he can play to defend his Queen's Bishop, and avoid checkmate.

FIFTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth square.	2. Q. B. P. one square.*
3. Q. to K. second sq.†	3. K. B. to Q. B. fourth square.
4. K. B. P. two sq.‡	4. K. B. takes K. Kt.§
5. K. R. takes K. B.	5. K. P. takes K. B. P.
6. Q. P. two squares.	6. Q. to adv. K. R. fourth square, and checks.
7. K. Kt. P. one square.	7. K. P. takes K. Kt. P.
8. K. R. takes K. P.	8. K. Kt. to its B. third sq.
9. Q. B. to adv. K. Kt. fourth square.	9. Q. to K. R. fourth square.‖

* This is not the best move; he ought to play his King's Bishop to Queen's Bishop's fourth square.

† It would likewise be good play to push your Queen's Pawn two squares.

‡ You might also take K. B. P. with your Bishop, and if he took your B. you should check at your Q. B. fourth square and take his Bishop.—Ed.

§ If he were to take your King's Pawn, you ought to play your King's Knight to its Bishop's third square.

‖ If he were to take your King's Pawn with his Queen, you ought to play your King's Rook to your King's third square.

WHITE.	BLACK.
10. Q. to K. Kt. second square.	10. K. R. P. one square.
11. K. B. to K. second sq.	11. Q. to K. Kt. third sq.
12. Q. B. to Q. second sq.	12. Q. to K. R. second square.*
13. K. P. one square.	13. Q. takes Q. B. P.†
14. K. P. takes K. Kt.	14. Q. takes Q. Kt. P.
15. K. P. takes K. Kt. P.	15. K. R. to its Kt. sq.
16. Q. to K. fourth sq. and checks.	16. K. to Q. square.
17. Q. to K. R. fourth square, and checks.	17. K. to Q. B. second square.
18. Q. B. to K. B. fourth square, and checks.	18. Q. P. one square.‡
19. Q. to adv. K. second square, and checks.	19. Q. B. to Q. second square.
20. Q. B. takes Q. P. and checks.	20. K. to Q. Kt. third square.
21. K. R. to Q. Kt. third square, and checks.	21. Loses Q. &c.

* The situation of the Black pieces proves how very prejudicial it is to attack prematurely.

† If he removed his Knight, his game would be equally bad; you ought then to take his King's Knight's Pawn with your King's Rook.

‡ If he were to play his King to his Queen's Knight's third square, you ought to give check with your King's Rook at its Queen's Knight's third square.

SIXTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to its B. third square.	2. Q. Kt. to its B. third square.*
3. K. B. to Q. B. fourth sq.	3. The same.
4. Q. B. P. one square.	4. K. Kt. to its B. third square.
5. Q. P. two squares.	5. K. P. takes Q. P.†
6. Q. B. P. takes K. P.	6. K. B. to Q. Kt. third square.‡
7. K. P. one square.	7. K. Kt. to adv. K. fourth square. §

* This is the best method of defending the King's Pawn. It will be proved in several subsequent games, that if the Black support his King's Pawn in any other manner, he will have an inferior game.

† If, instead of taking your Queen's Pawn, he should retire his King's Bishop either to his Queen's Knight's third square, or to his Queen's third square, he would lose the game; this will be demonstrated in the first and second *Variations* beginning at the *fifth* move of the Black.

‡ The Black loses the game by this move; he ought to have given you check with that Bishop. This will be analysed in the *Second* Part.

§ There will be two *Variations* beginning at this move, as the Black might play his King's Knight to the adversary's King's Knight's fourth square, or to his King's Rook's fourth square. But if, instead of moving his Knight, he had played his Queen to his

WHITE.	BLACK.
8. K. B. to adv. Q. fourth square.	8. K.B. P. two squares.*
9. K. B. takes K. Kt.	9. K. B. P. takes K. B.
10. Q. B. to adv. K. Kt. fourth square.	10. Q. Kt. to K. second square.
11. K. Kt. to its R. fourth square.	11. K. Kt. P. one sq.†
12. K. Kt. to adv. K. B. fourth square.	12. K. Kt. P. takes Kt.
13. Q. checks at adv. K.R. fourth square.	13. K. to his B. square.
14. Q. B. checks at adv. K.R. third sq.	14. K. to his Kt. square.
15. Q. checks at adv. K.Kt. fourth square.	15. K. to his B. second square.‡
16. Q. checks at adv. K.B. third square.	16. K. to his square.
17. Q. takes K. R. and checks.	17. K. to his B. second square. §

King's second square, you ought immediately to have castled; and your situation would have been very advantageous.

* If, instead of playing the King's Bishop's Pawn two squares, he were to give you check with his King's Bishop, your best move would be to play your King to his Bishop's square.

† The fifth and sixth *Variations* will begin from this move, as the Black might have played either his Queen's Pawn, or his King's Rook's Pawn, one square.

‡ If he should interpose his King's Knight, you must take his Queen, giving check, and then play your Queen to his Bishop's third square, &c.

§ If he interpose the King's Knight at its own square, you

WHITE.	BLACK.
18. Q. checks at adv. K. B. third square.	18. K. to his square.*
19. Q. to adv. K. B. square, giving checkmate.	

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third sq.*	2. *Q. Kt. to its B. third sq.*
3. *K. B. to Q. B. fourth sq.*	3. *The same.*
4. *Q. B. P. one square.*	4. *K. Kt. to its B. third sq.*
5. *Q. P. two squares.*	5. K. B. to Q. Kt. third sq.
6. Q. P. takes K. P.	6. K. Kt. takes K. P.
7. Q. to adv. Q. fourth square.	7. K. B. takes K. B. P. and checks.
8. K. to his B. square.	8. Loses a piece; being obliged to castle, or to play his Q. to his K. second square, to avoid checkmate; and in either case, you will take his K. Kt. with your Q.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third sq.*	2. *Q. Kt. to its B. third sq.*

should take it with your Queen, giving check; and then by playing your Queen's Bishop to his King's Knight's fourth square you will check-mate him.

* If to his Knight's square, you will checkmate him at his King's Knight's second square.

WHITE.	BLACK.
3. *K. B. to Q. B. fourth sq.*	3. *The same.*
4. *Q. B. P. one square.*	4. *K. Kt. to its B. third sq.*
5. *Q. P. two squares.*	5. K. B. to Q. third sq.
6. Q. P. takes K. P.	6. Q. Kt. takes Q. P.*
7. K. Kt. takes Q. Kt.	7. K. B. takes K. Kt.
8. K. B. P. two squares.	8. K. B. to Q. third sq.

9. K. P. one square, and you will gain a piece; but if he were to play his Q. to his K. second square, you must also play your Q. to your K. second square, for if you were to castle, he would give check with his K. B. and then remove his K. Kt.

THIRD VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third sq.*	2. *Q. Kt. to its B. third sq.*
3. *K. B. to Q. B. fourth sq.*	3. *The same.*
4. *Q. B. P. one square.*	4. *K. Kt. to its B. third sq.*
5. *Q. P. two squares.*	5. *K. P. takes Q. P.*
6. *Q. B. P. takes K. P.*	6. *K. B. to Q. Kt. third sq.*
7. *K. P. one square.*	7. K. Kt. to adv. K. Kt. fourth square.

* If, instead of taking your Queen's Pawn with his Queen's Knight, he should take it with his King's Bishop, you must play your King's Knight to his King's Knight's fourth square, and after he has castled to defend his King's Bishop's Pawn, you must then play your King's Bishop's Pawn two squares, and then your King's Pawn one square, &c.

WHITE.	BLACK.
8. K. B. takes K. B. P. and checks.*	8. K. takes B.
9. K. Kt. checks at adv. K. Kt. fourth sq.	9. K. to his square.

10. Q. takes K. Kt. and the White has a good game.

FOURTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third sq.*	2. *Q. Kt. to its B. third sq.*
3. *K. B. to Q. B. fourth sq.*	3. *The same.*
4. *Q. B. P. one square.*	4. *K. Kt. to its B. third sq.*
5. *Q. P. two squares.*	5. *K. P. takes Q. P.*
6. *Q. B. P. takes K. P.*	6. *K. B. to Q. Kt. third square.*
7. *K. P. one square.*	7. K. Kt. to its R. fourth square.
8. K. Kt. to adv. K. Kt. fourth square.	8. K. castles.†
9. Q. takes K. Kt.	9. K. R. P. one square, to prevent checkmate.

10. K. Kt. takes K. B. P. and you will very easily win the game.

* It would also be good play if you were to move your King's Rook's Pawn one square, as he would be compelled to retire his Knight to its Rook's third square: you should take it with your Queen's Bishop, and then play your Queen to her second square.

† Instead of castling, the Black may support his King's Knight with his King's Knight's Pawn; but, in that case, by taking the King's Bishop's Pawn with your Knight, you will compel him to lose his King's Rook.

FIFTH VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third square.*	2. *Q. Kt. to its B. third square.*
3. *K. B. to Q. B. fourth square.*	3. *The same.*
4. *Q. B. P. one square.*	4. *K. Kt. to its B. third sq.*
5. *Q. P. two squares.*	5. *K. P. takes Q. P.*
6. *Q. B. P. takes K. P.*	6. *K. B. to Q. Kt. third sq.*
7. *K. P. one square.*	7. *K. Kt. to adv. K. fourth square.*
8. *K. B. to adv. Q. fourth square.*	8. *K. B. P. two squares.*
9. *K. B. takes K. Kt.*	9. *K. B. P. takes K. B.*
10. *Q. B. to adv. K. Kt. fourth square.*	10. *Q. Kt. to K. second square.*
11. *K. Kt. to its R. fourth square.*	11. K. R. P. one square.
12. Q. checks at adv. K. R. fourth square.	12. K. to his B. square.*
13. K. Kt. checks at adv. K. Kt. third sq.	13. K. to his Kt. sq.†

* He may play his King's Knight's Pawn one square, instead of moving his King. This will be analysed in a *Supplement* to *this* Variation.

† If, instead of playing his King to his Knight's square, he should play it either to his square, or to his King's Bishop's se-

WHITE.	BLACK.
14. K. Kt. takes K. Kt. and checks.	14. K. to his B. square.*

15. K. Kt. gives check at adv. K. Kt. third square; and you will take his Q. with your Q. B. the next move, &c.

SUPPLEMENT TO THIS VARIATION.

12.	12. K. Kt. P. one square.
13. K. Kt. takes K. Kt. P.	13. K. R. to its second sq.
14. K. Kt. takes K. Kt. and checks by discovery.	14. K. to B. sq. (*Or A.*)
15. K. Kt. gives check at adv. K. Kt. third sq.	15. K. to his square.
16. Q. B. takes K. R. P.	16. R. takes B.
17. Q. takes R.	17. Q. P. one square.
18. Q. P. one square.	18. Q. P. takes K. P. (or any other move; the game being lost.)
19. Q. checks at adv. K. B. square.	19. K. to his Q. second square.

20. K. Kt. takes Q. P. (at adv. K. fourth square), and gives checkmate.

cond square, you must take his Rook with your Knight, giving check by discovery, &c. And, if instead of moving his King, he should take your Knight with his Knight, you must take his Queen with your Queen's Bishop, and you will easily win the game.

* If he were to play his King to his Rook's second square, you must checkmate him with your Queen at his King's Knight's third square.

(*A.*)

WHITE.	BLACK.
14.	14. K. R. to K.B. second square.
15. Q. takes K. R. P.	15. R. takes Kt. (*Or B.*)
16. Q. checks at adv. K. Kt. third square.	16. R interposes at K. B. second square.
17. Q. B. takes the Q. &c.	

(*B.*)

WHITE.	BLACK.
15.	15. Q. P. two squares.
16. K. Kt. to adv. K. Kt. third square.	16. Q. to her second sq.
17. Q. checks at adv. R. square.	17. R. interposes at K.B. square.
18. Q. takes R. and gives checkmate.	

SIXTH VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third square.*	2. *Q. Kt. to its B. third square.*
3. *K. B. to Q. B. fourth square.*	3. *The same.*
4. *Q. B. P. one square.*	4. *K. Kt. to its B. third square.*
5. *Q. P. two squares.*	5. *K. P. takes Q. P.*
6. *Q. B. P. takes K. P.*	6. *K. B. to Q. Kt. third square.*

WHITE.	BLACK.
7. *K. P. one square.*	7. *K. Kt. to adv. K. fourth square.*
8. *K. B. to adv. Q. fourth square.*	8. *K. B. P. two squares.*
9. *K. B. takes K. Kt.*	9. *K. B. P. takes K. B.*
10. *Q. B. to adv. K. Kt. fourth square.*	10. *Q. Kt. to K. second square.*
11. *K. Kt. to its R. fourth sq.*	11. Q. P. one square.
12. Q. checks at adv. K. R. fourth square.	12. K. Kt. P. one sq.*
13. K. Kt. takes K. Kt. P.	13. K. R. P. takes K. Kt.
14. Q. takes R. and checks.	14. K. to Q. second sq.
15. K. P. one square, giving check.	15. K. takes P. or moves to Q. B. third sq.
16. Q. takes Q. &c.	

SUPPLEMENT TO THIS VARIATION.

12.	12. K. to Q. second sq.
13. Q. checks at K. Kt. fourth square.	13. K. to Q. B. third sq. †

* Instead of interposing the Knight's Pawn, the Black may play his King to his Bishop's square; in which case, you must check with your King's Knight at the adversary's King's Knight's third square, and you will win his King's Knight; for if he were to take your Knight with his Rook's Pawn, he would lose his Rook and his Queen. But, as at the *twelfth* move, he may play his King to his Queen's second square, the best moves will be analysed in a *Supplement* to *this* Variation.

† If he were to retire his King to his own square, you should immediately play your King's Pawn to his King's third square.

WHITE.	BLACK.
14. Q. takes K. B. P. at K. fourth square and checks.	14. Q. P. one square.
15. Q. to her B. second sq. giving check.	15. K. to Q. second sq.*
16. K. Kt. to adv. K. B. fourth square.	16. R. to K. square.
17. K. Kt. takes K. Kt. P.	17. K. R. to its Kt. sq.
18. K. P. checks at adv. K. third square.	18. K. to Q. third sq.
19. Q. B. gives checkmate at K. B. fourth square.†	

SEVENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K.Kt. to K.B. third sq.	2. Q. P. one square.†

* If the Black, instead of playing his King to his Q. second square, should play—

WHITE.	BLACK.
15.	15. K. to Q. Kt. fourth square.
16. Q. Kt. checks at R. third square.	16. K. to Q. R. fourth square.
17. Q. B. checks at Q. second square.	17. K. to Q. R. third square.
18. Q. to her third square, giving checkmate.	

† In page 25 (note *) it has been observed, that, when you attack your adversary's King's Pawn with your King's Knight, he ought to support it with his *Queen's Knight.* He may also defend it

WHITE.	BLACK.
3. K. B. to Q. B. fourth square.*	3. K. R. P. one square.†
4. Q. B. P. one square.	4. K. Kt. to its B. third square.
5. Q. P. two squares.	5. K. P. takes Q. P.
6. K. Kt. takes K. P.	6. K. Kt. takes K. P.‡
7. K. B. takes K. B. P. and checks.	7. K. takes B.
8. Q. checks at adv. K. R. fourth square.	8. K. to his second sq. §

with—1. the Queen's Pawn; 2. with the Queen; 3. with the King's Bishop; and 4. with the King's Bishop's Pawn. These are all exceptionable moves, as the following games will demonstrate. The first of them is very commonly played, and is considered a good move by *Rui Lopez*. PHILIDOR also directs the player, who has *not* the move, to support his King's Pawn by playing his Queen's Pawn one square, after which he is to play his King's Bishop's Pawn two squares, &c. It seems that he was in an error in that respect; and, though he did not like to retract from the assertion which he made in the first edition of his work, "*that playing the King's Knight to the Bishop's third square, was a bad move;*" he admitted, in the edition of 1790, that the whole of that game "was *not* very exact.

* It is better to play the Queen's Pawn two squares; this will be demonstrated in the *eighth* game.

† If he were to play his King's Knight to its Bishop's third square, you should play your King's Knight to his Knight's fourth square, and he could not prevent you from gaining a Pawn.

‡ This is a bad move; instead of taking your King's Pawn he ought to play his King's Bishop to his King's second square.

§ As he may play his King to his Bishop's third square, the best method of playing will be shown in a *Variation.*

WHITE.	BLACK.
9. Q. to K. second sq.	9. Q. P. one square.

10. K. B. P. one square; and your game is considerably better than your adversary's.

VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to K. B. third square.*	2. *Q. P. one square.*
3. *K. B. to Q. B. fourth square.*	3. *K. R. P. one square.*
4. *Q. B. P. one square.*	4. *K. Kt. to its B. third square.*
5. *Q. P. two squares.*	5. *K. P. takes Q. P.*
6. *K. Kt. takes K. P.*	6. *K. Kt. takes K. P.*
7. *K. B. takes K. B. P. and checks.*	7. *K. takes B.*
8. *Q. checks at adv. K. R. fourth square.*	8. K. to his B. third square.
9. Q. to K. R. fourth sq. and checks.	9. K. Kt. to its fourth square. *
10. Q. B. takes K. Kt. and checks.	10. K. R. P. takes Q. B.

11. Q. takes K. R. and you will easily win the game.

* If he play his King's Knight's Pawn two squares, you must take his King's Knight with your Queen.

EIGHTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K.Kt. to its B. third sq.	2. Q. P. one square.
3. Q. P. two squares.	3. K.B. P. two squares.*
4. Q. P. takes K. P.	4. K. B. P. takes K. P.
5. K. Kt. to adv. K. Kt. fourth square.	5. Q. P. one square. †
6. Q. P. one sq. to adv. K. third sq. ‡	6. K. Kt. to its R. third square. §
7. K. Kt. takes K. R. P. ‖	7. Q. B. takes P. at its K. third sq. ¶

* *Philidor* directs this move; which, he says, *will give the Black the best of the game.*

† If, instead of playing his Queen's Pawn one square, he were to take your Queen's Pawn with his, you should take his Queen with your Queen, and then check with your King's Knight at his King's Bishop's second square, &c. and if, instead of taking your Queen's Pawn he should play his Queen's Bishop to King's Bishop's fourth square, you must play your Queen to his Queen's fourth square, and the game will decidedly be in your favour.

‡ This move decides the game in your favour. Instead of this move, Philidor directs the playing of the King's Bishop's Pawn two squares.

§ He can play no other move to prevent you from gaining his King's Rook with your King's Knight.

‖ Instead of this move you might check with your Queen at adversary's K. R. fourth square, and on his interposing K. Kt. P. play her to K. R. third square.—Ed.

¶ As he may take your King's Knight with his Rook, there will be a Variation, beginning at the seventh move of the Black.

WHITE.	BLACK.
8. K. Kt. takes K. B.	8. K. takes Kt. &c. *

It is obvious that you have much the best of the game; his King being badly situated, and one of his Pawns being *isolated.*

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third sq.*	2. *Q. P. one square.*
3. *Q. P. two squares.*	3. *K. B. P. two squares.*
4. *Q. P. takes K. P.*	4. *K. B. P. takes K. P.*
5. *K. Kt. to adv. K. Kt. fourth square.*	5. *Q. P. one square.*
6. *Q. P. one sq. to adv. K. third square.*	6. *K. Kt. to its R. third square.*
7. *K. Kt. takes K. R. P.*	7. K. R. takes K. Kt.
8. Q. checks at adv. K.R. fourth square.	8. K. Kt. P. one sq.†
9. Q. takes Kt. P. and checks.	9. K. R. interposes at its B. second sq.‡

* If, instead of taking your Knight with his King, he should take it with his Rook, you must take his King's Knight with your Queen's Bishop, and then check with your Queen at his King's Rook's fourth square; and you will gain his King's Knight's Pawn.

† If he move his king, check with your Queen's Bishop at his King's Knight's fourth square, and you will win his Queen.

‡ If he interpose his King's Knight, you must take his Rock with your Queen.

WHITE.	BLACK.
10. Q.B. takes K. Kt.	10. Q.B. takes P. at its K. third square. *
11. Q. takes Q. B. and checks.	11. R. interposes at its K. second square.
12. Q. checks at adv. K. Kt. third square.	12. R. interposes at its K.B. second sq.
13. Q. B. takes K. B.	13. K. takes Q. B.

14. Q. Kt. to its B. third square, or K. R. P. two squares; and the game may be considered as won.

NINTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to K. B. third square.	2. K. B. to Q. third sq. †
3. K. B. to Q. B. fourth square.	3. K. Kt. to K. B. third square.

* He can not take your Queen's Bishop without being checkmated; and if he play his Queen to his King's second square, you must take his Rook, exchange Queens, and then take his King's Bishop with your Queen's Bishop.

† The Black loses the game by this move. He ought to play his Queen's Knight, instead of his King's Bishop.

WHITE.	BLACK.
4. Q. P. two squares.	4. K. Kt. takes K. P.*
5. Q. P. takes K. P.	5. K. B. to Q. B. fourth square.
6. Q. to adv. Q. fourth square.	6. K. B. takes K. B. P. and checks.
7. K. to his second sq.	7. K. castles.†
8. Q. takes K. Kt.	8. K. B. to Q. B. fourth square.
9. K. Kt. to adv. K. Kt. fourth square.	9. K. Kt. P. one square.‡
10. K. R. to K. B. square.	10. Q. to her K. square.§
11. K. R. takes K. B. P.	11. R. takes R.
12. K. B. takes R. and checks.	12. Q. takes K. B.

* If, instead of taking your King's Pawn, he were to take your Queen's Pawn, you would gain a piece by playing your King's Pawn to his King's fourth square.

† He has no means to save his King's Knight, and he must consequently lose the game; but it would be better play to move his King's Rook to his King's Bishop's square, than to castle, because when you play your King's Knight to the adversary's King's Knight's fourth square, that move would not be so dangerous as it is after his castling; but in either case you will easily win the game.

‡ Unless he sacrifice his Queen for your King's Knight, he has no other move to avoid checkmate.

§ As he may play his Queen to her King's second square, a Variation will be subjoined.

If, instead of playing his Queen he were to play his King's Rook's Pawn one square, to attack your Knight, you should take his Knight's Pawn with your Queen, giving check, and then checkmate him the next move at his King's Rook second square.

WHITE.	BLACK.
13. K. Kt. takes Q.	13. K. takes K. Kt.
14. Q. checks at adv. Q. fourth square.	14. Loses the game.

VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K.Kt. to K.B. third sq.*	2. *K. B. to Q. third sq.*
3. *K. B. to Q. B. fourth square.*	3. *K. Kt. to K. B. third square.*
4. *Q. P. two squares.*	4. *K. Kt. takes K. P.*
5. *Q. P. takes K. P.*	5. *K. B. to Q. B. fourth square.*
6. *Q. to adv. Q. fourth square.*	6. *K. B. takes K. B. P. and checks*
7. *K. to his second sq.*	7. *K. castles.*
8. *Q. takes K. Kt.*	8. *K. B. to Q. B. fourth square.*
9. *K. Kt. to adv. K. Kt. fourth square.*	9. *K. Kt. P. one square.*
10. *K. R. to K. B. square.*	10. Q. to K. second sq.
11. K. Kt. takes K. B. P.	11. K. to his Kt. second square. (*Or A.*)
12. Q. B. checks at adv. K. R. third sq.	12. K. to his Kt. square.
13. Kt. to adv. K. Kt. fourth square, giving check by discovery.	13. K. to his R. square.
14. R. takes R. and checks.	14. Q. takes R.
15. Q. B. takes Q.	15. K. B. takes Q. B.
16. Q. to adv. Q. fourth sq.	16. K. to his Kt. second square.

WHITE.	BLACK.
17. Q. checks at adv. K. Kt. square.	17. K. to his R. third sq.
18. K. Kt. to adv. K. B. second square, and checks.	18. K. to his R. fourth sq.
19. Q. takes R. P. and checks.	19. K. to adv. K. Kt. fourth square.
20. Q. checks at K. R. third square.	20. K. to adv. K. B. fourth square.
21. Q. gives checkmate at K. B. third square.	

(*A.*)

11	11. R. takes K. Kt.
12. R. takes R.	12. Q. to her sq. (*Or B.*)
13. Q. B. to adv. K. R. third square.	13. K. to his R. square.
14. Q. B. checks at adv. K. Kt. second sq.	14. K. to his Kt. sq.
15. K. R. takes Q. P. and gives checkmate by discovery.	

(*B.*)

If he play his Queen to King's square, instead of playing her to her own square, you should play as follows:—

13. K. R. takes K. R. P. giving check by discovery.	13. K. takes R.
14. Q. checks at K. R. fourth square.	14. K. to his Kt. second square.
15. Q. checkmates at adv. K. R. third sq.	

TENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K.Kt.to K.B. third sq.	2. Q. to K. B. third sq.*
3. K. B. to Q. B. fourth square.	3. Q. to K. Kt. third sq.
4. K. castles.	4. Q. takes K. P. †
5. K. B. takes K. B. P. and checks.	5. K. to his second sq. ‡
6. R. to K. square.	6. Q. to adv. K. B. fourth square. §
7. K. R. takes K. P. and checks.	7. K. takes B.
8. Q. P. two squares.	8. Q. to K. B. third sq.

* This is not a good move, he ought to have played his Queen's Knight to Queen's Bishop's third square.

† Black loses the game by this move; he ought to play his Queen's Knight to its Bishop's third square; but he would nevertheless have a bad game, on account of the situation of his Queen.

‡ If he were to take the Bishop, you should give check at the adversary's King's Knight's fourth square, and then take his Queen. But as he may move his King to his Queen's square, there will be a *Variation*, beginning at the *fifth* move of the Black.

§ If he were to play his Queen to her King's Bishop's fourth square, you should check his King and Queen with your King's Rook.

WHITE.	BLACK.
9. K. Kt. checks at adv. K. Kt. fourth sq.	9. K. to his Kt. third square.
10. Q. checks at her third square.	10. K. to his R. fourth square.
11. K. Kt. P. two squares giving check.	11. K. takes P., or moves to adv. K.R. fourth square.*

12. Q. to K. R. third square, and checkmates.

VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K.Kt. to K.B. third sq.*	2. *Q. to K. B. third sq.*
3. *K.B. to Q.B. fourth sq.*	3. *Q. to K. Kt. third sq.*
4. *K. castles.*	4. *Q. takes K. P.*
5. *K. B. takes K. B. P. and checks.*	5. K. to Q. square.
6. K. Kt. takes K. P.	6. Q. P. one square. †
7. K. R. to K. square.	7. Q. to K. B. fourth sq. ‡
8. K. Kt. checks at adv. Q. B. third square.	8. Q. Kt. takes K. Kt.
9. K. R. checks at adv. K. square.	9. K. to Q. second sq.

* If he move his King to his Rook's third square, you must play your King's Knight to his Bishop's second square, giving *double* check, and checkmate.

† If he take your Knight with his Queen, you must play your King's Rook to your King's square, &c.

‡ As he may play his Queen to adversary's Queen's Rook's fourth square, a Supplement to this Variation will be subjoined.

WHITE.	BLACK.
10. R. takes K. B.*	10. K. to his second sq.
11. R. takes K. Kt.	11. R. takes R.

12. B. takes R. and you will easily win the game.

SUPPLEMENT TO THIS VARIATION.

7.	7. Q. to adv. Q. R. fourth square.
8. Q. Kt. P. one square.	8. Q. to her R. third sq. †
9. K. B. to Q. B. fourth square.	9. Q. to her Kt. third square. ‡
10. K. Kt. checks at adv. K. B. second sq.	10. K. to Q. second sq.
11. Q. checks at K. Kt. fourth square.	11. K. to Q. B. third sq.
12. K. Kt. to adv. Q. sq. and checks.	12. K. to Q. B. fourth square.
13. Q. P. two squares, and checks.	13. K. to adv. Q. Kt. fourth square.

14. Q. B. to Q. second square, giving checkmate.

* It would be wrong for you to check with your Bishop at his King's third square, as you would lose *three* pieces for his Queen.

† If he were to play his Queen to her Knight's fourth square, you should attack her with your King's Bishop, and not with your Queen's Rook, or Queen's Bishop's Pawn.

‡ If he played his Queen's Knight's Pawn two squares, to defend his Queen, you should, notwithstanding, check with the King's Knight at his King's Bishop's second square, and then with your Queen at your King's Knight's fourth square, &c.

ELEVENTH GAME.

WHITE.	BLACK.
1. K.P. two squares.	1. The same.
2. K. Kt. to its B. third square.	2. K. B. P. one square.*
3. K. Kt. takes K. P.	3. K. B. P. takes K. Kt. †
4. Q. checks at adv. K. R. fourth square.	4. K. Kt. P. one square. ‡
5. Q. takes P. at adv. K. fourth square, and checks.	5. Q. to K. second sq.
6. Q. takes K. R.	6. Q. takes K. P. and checks.
7. K. to Q. square.	7. Q. to K. third square, or K. Kt. to K. second sq.
8. Q. takes K. R. P. and must win the game.	

* This is not a good move, but as it frequently occurs, this analysis has been inserted to teach the proper method of playing. Damiano having analysed this game very scientifically, it is called, in *Spain* and *Italy*, "*Damiano's Gambit.*"

† Black loses the game by this move, he ought instead to play his Queen to his King's second square; it would then become dubious whether your situation were greatly superior to his.

‡ If he were to move his King to his second square, instead of playing his King's Knight's Pawn one square, he would lose the game in a few moves; as will be shown in a *Variation*.

VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third sq.*	2. *K. B. P. one square.*
3. *K. Kt. takes K. P.*	3. *K. B. P. takes K. Kt.*
4. *Q. checks at adv. K. R. fourth square.*	4. K. to his second sq.
5. Q. takes P. and checks.	5. K. to his B. second square.
6. K. B. checks at Q. B. fourth square.	6. K. to his Kt. third sq. (*Or A.*)
7. Q. checks at adv. K. B. fourth square.	7. K. to his R. third sq.
8. Q. P. two squares, and checks with Q. B.	8. K. Kt. P. two squares.
9. K. R. P. two sq.	9. K. to his Kt. second sq.
10. Q. to adv. K. B. second sq. and checks.	10. K. to his R. third square.

11. K. R. P. takes K. Kt. P. giving double check and checkmate.

(*A*)

6.	6. Q. P. two squares.
7. K. B. takes Q. P. and checks.	7. K. to his Kt. third square.
8. K. R. P. two squares.	8. K. B. to Q. third sq.
9. K. R. P. one square, giving check.	9. K. to his R. third sq.

	WHITE.		BLACK.
10.	Q. P. two squares, giving a discovered check.	10.	K. Kt. P. two squares.
11.	K. R. P. takes *en passant*, and gives double check.	11.	K. takes K. R. P.
12.	Q. checks at adv. K. R. fourth square.	12.	K. to his Kt. second square.
13.	Q. to adv. K. B. second square, giving checkmate.		

TWELFTH GAME.

	WHITE.		BLACK.
1.	K. P. two squares.	1.	The same.
2.	K. Kt. to its B. third square.	2.	The same*
3.	K. Kt. takes K. P.	3.	The same.
4.	Q. to K. second sq.	4.	The same.
5.	Q. takes K. Kt.	5.	Q. P. one square
6.	Q. P. two squares	6.	K. B. P. one square.
7.	K. B. P. two squares.	7.	Q. P. takes K. Kt.
8.	Q. P. takes Q. P.	8.	Q. Kt. to Q. second sq.
9.	Q. Kt. to its B. third square.	9.	K. B. P. takes Q. P.
10.	Q. Kt. to adv. Q. fourth square.	10.	Q. to her third sq.

* This move is frequently played; it is exceptionable, but it requires caution and forbearance in the player of the White to avail himself of this mistake: if he attacked heedlessly, his adversary might easily retrieve his game.

WHITE.	BLACK.
11. K. B. P. takes P.	11. Q. to her B. fourth square. *
12. Q. B. to K. third sq.	12. Q. to her R. fourth sq. and checks.
13. Q. B. interposes at Q. second square.	13. Q. to her B. fourth square.
14. Q. Kt. P. two squares.	14. Q. to her B. third sq.
15. K. B. to adv. Q. Kt. fourth square. †	15. Q. to K. Kt. third sq.
16. Q. takes Q. and checks.	16. K. R. P. takes Q.
17. Q. Kt. takes Q. B. P. and gives check.	17. Loses Q. R. and the game.

THIRTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to K. B. third sq.	2. Q. Kt. to Q. B. third sq.

* If the Black take the Pawn with his Queen's Knight, you will gain a piece by playing your Queen's Bishop to King's Bishop's fourth square; and if, instead of taking the Pawn with his Queen's Knight, he should take it with his Queen, you ought to exchange Queens, and then check his King and Queen's Rook with your Queen's Knight.

† It is almost needless to observe, that, if the Black were to take your King's Bishop with his Queen, you ought immediately to take the Queen's Bishop's Pawn with your Queen's Knight, giving check, and attacking the Queen at the same time.

WHITE.	BLACK.
3. K. B. to Q. B. fourth square.	3. K. B. to Q. B. fourth square.
4. Q. B. P. one square.	4. Q. P. one square.
5. Q. P. one square.	5. Q. B. to adv. K. Kt. fourth square. *
6. Q. to her Kt. third square.	6. Q. Kt. to its R. fourth square. †
7. K. B. takes K. B. P. and checks.	7. K. to his B. square.
8. Q. to her R. fourth square.	8. K. takes K. B.
9. Q. takes Q. Kt. ‡	9. Q. B. takes K. Kt.
10. K. Kt. P. takes Q. B.	10. Q. to adv. K. R. fourth square.
11. Q. P. one square.	11. K. P. takes Q. P.
12. Q. B. P. takes K. P.	12. K. B. to Q. Kt. third square. §

* The Black loses the game by this move. He ought to play his Queen to his King's second square, instead of moving his Queen's Bishop.

† As he may take your King's Knight with his Queen's Bishop, instead of playing his Queen's Knight, a Variation will be subjoined.

‡ You may also check with your King's Knight at the adversary's King's Knight's fourth square, and then take his Queen's Knight.

§ If he were to take your Queen's Bishop's Pawn with his King's Bishop, you ought to check with your Queen at his Queen's fourth square, and you would win his Bishop.

WHITE.	BLACK.
13. Q. to adv. Q. fourth square, and checks.	13. K. to his B. square.*
14. Q. takes Q. Kt. P.	14. Q. R. to K. square.
15. Q. B. to K. third sq.	15. Q. to adv. K. R. third square.
16. Q. Kt. to Q. second sq.	16. K. B. to Q. R. fourth square.
17. Q. Kt. P. two squares.	17. Q. to adv. K. Kt. second square.

18. K. to his second square, &c.: the Black must lose the game.

VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. Kt. to its B. third sq.*	2. *Q. Kt. to its B. third sq.*
3. *K. B. to Q. B. fourth square.*	3. *K. B. to Q. B. fourth square.*
4. *Q. B. P. one square.*	4. *Q. P. one square.*
5. *Q. P. one square.*	5. *Q. B. to adv. K. Kt. fourth square.*
6. *Q. to her Kt. third sq.*	6. Q B. takes K. Kt.†

* If he played his King to his second square, he would lose his Queen by a check with your Queen's Bishop; and if he played his King to his Knight's third square, you could checkmate him with your Queen at his King's Bishop's fourth square.

† Instead of taking your Knight, if he were to play his Queen to her second square, you should take his King's Bishop's Pawn with your King's Bishop, and then his Queen's Knight's Pawn with your Queen.

WHITE.	BLACK.
7. K. B. takes K. B. P. and checks.	7. K. to his B. square.
8. K.B. takes K. Kt.	8. Q. B. to K. R. fourth square. *
9. K. B. to adv. Q. fourth square.	9. Q. to K. B. third sq.

10. Q. to her B. second square, † and your game is much superior to his.

FOURTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. Q. B. P. one square. ‡	2. Q. P. two squares.

* This is the Black's best move. If he played his Queen to her King's Bishop's third square, you should take his Queen's Bishop with your King's Knight's Pawn, and then play your King's Rook to your King's Bishop's square, and he could not avoid the loss of a piece.

† If you had castled, he would have played his Queen's Bishop to your King's second square, and gained a Rook for a Bishop.

‡ Philidor says, that the White loses the game by playing this Pawn. It is presumed that this assertion cannot be proved.

WHITE.	BLACK.
3. K. Kt. to its B. third square. *	3. Q. B. to adv. K. Kt. fourth square. †
4. K. P. takes Q. P.	4. Q. takes K. P. ‡
5. Q. checks at R. fourth square.	5. Q. interposes at her second square. §
6. K. B. to adv. Q. Kt. fourth square.	6. Q. B. P. one square.
7. K. Kt. takes K. P.	7. Q. B. P takes K. B. ‖

8. Q. takes Q. B. and you have much the best of the game.

FIRST VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *Q. B. P. one square.*	2. *Q. P. two squares.*

* Instead of playing your Knight, if you were to play your Queen's Pawn two squares, or take his Queen's Pawn, as Philidor directs, he would have the best of the game.

† If he should take your King's Pawn, instead of playing his Queen's Bishop, you must give check with your Queen at her Rook's fourth square. This will be analysed in a Variation.

‡ If, instead of taking your King's Pawn, he should play his King's Pawn to your King's fourth square, you ought to check with your Queen at her Rook's fourth square, by which move you would gain a Pawn.

§ He may interpose his Queen's Bishop, as will be shown in the *second* Variation.

‖ If he play his Queen to his King's third square, you must take his Queen's Bishop with your Queen, &c. This will be demonstrated in the *third* Variation.

WHITE.	BLACK.
3. *K. Kt. to K. B. third sq.*	3. Q. P. takes K. P.
4. Q. checks at her R. fourth square.	4. Q. Kt. to its B. third square. *
5. K. Kt. takes K. P.	5. Q.B. to Q. second sq. †
6. K. Kt. takes Q. B.	6. Q. takes K. Kt.
7. Q. takes Q. P. at K. fourth sq. and checks.	7. Q. interposes at K. second square.
8. Q. takes Q.	8. K. B. takes Q.

9. K. B. to adversary's Q. Kt. fourth square, &c. and the Black must lose the game; having a Pawn less, a Pawn doubled, and a bad situation.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *Q. B. P. one square.*	2. *Q. P. two squares.*
3. *K. Kt. to its B. third sq.*	3. *Q. B. to adv. K. Kt. fourth square.*
4. *K. P. takes Q. P.*	4. *Q. takes K. P.*

* If he interpose either his Queen, his Queen's Bishop, or his Queen's Bishop's Pawn, you must take his Queen's Pawn (which is at your King's fourth square) with your Queen, and your situation will be much more advantageous than his.

† If he play his Queen to her fourth square, you may take his Queen's Knight with your King's Knight, and compel him to double a Pawn; or you may play your King's Bishop to his Queen's Knight's fourth square, without supporting your King's Knight, which is *en prise* of his Queen. If he take it, you will gain at least a Pawn.

WHITE.	BLACK.
5. *Q. checks at R. fourth square.*	5. Q. B. to Q. second square.*
6. Q. to her B. fourth sq.	6. Q. takes Q.
7. K. B. takes Q.	7. Q. Kt. to its B. third square.†
8. K. castles.	8. K. P. one square.‡
9. K. Kt. to adv. K. Kt. fourth square.	9. Q. Kt. to K. fourth square.
10. K. B. to adv. Q. fourth square.	10. Q. B. to its third sq.
11. K. B. takes Q. B.	11. Q. Kt. takes K. B.
12. K. Kt. takes K. P. &c.	

THIRD VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *Q. B. P. one square.*	2. *Q. P. two squares.*
3. *K. Kt. to its B. third square.*	3. *Q. B. to adv. K. Kt. fourth square.*
4. *K. P. takes Q. P.*	4. *Q. takes K. P.*

* This is much better play than interposing the Queen; nevertheless, your situation is unquestionably superior to his.

† Instead of this move, if he were to play his King's Pawn to attack your King's Knight, you should move it to your adversary's King's Knight's fourth square, and he could not avoid losing a Pawn.

‡ Though he were to play any other move, your game would be considerably better than his.

WHITE.	BLACK.
5. *Q. checks at R. fourth square.*	5. *Q. interposes at her second square.*
6. *K. B. to adv. Q. Kt. fourth square.*	6. *Q. B. P. one square.*
7. *K. Kt. takes K. P.*	7. Q. to K. third sq.
8. Q. takes Q. B.	8. Q. takes K. Kt. and gives check.
9. Q. interposes at her K. second square.*	9. Q. takes Q.
10. K. B. takes Q.	10. K. Kt. to his B. third sq.
11. Q. P. two squares, &c.	

FIFTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. Q. B. P. one square.	2. K. Kt. to its B. third square.†

* You may also cover the check with your King's Bishop; but it is better play to force the exchange of Queens, as you have the advantage of a Pawn.

† As he may play his King's Bishop to Queen's Bishop's fourth square, a Variation will be subjoined, beginning at the *second* move of the Black.

WHITE.	BLACK.
3. Q. to her B. second sq.	3. K.B. to Q.B. fourth sq.
4. K. Kt. to its B. third square.	4. K. Kt. to adv. K. Kt. fourth square. *
5. Q. P. two squares.	5. K. P. takes Q. P. †
6. Q. B. P. takes K. P.	6. K. B. to adv. Q. Kt. fourth sq. and checks.
7. Q. Kt. interposes at its B. third square.	7. K. castles. ‡
8. K. R. P. one square.	8. K. Kt. to its B. third sq.
9. Q. B. to adv. K. Kt. fourth square.	9. K. R. P. one sq. §
10. K. P. one square.	10. K. R. P. takes Q. B.
11. K. Kt. takes K. R. P.	11. K. B. takes Q. Kt. and checks.
12. Q. Kt. P. takes K. B.	12. K. R. to K. square.
13. K. B. to his K. second square.	13. K. Kt. to Q. fourth square.
14. Q. to adv. K. R. second sq. giving check.	14. K. to his B. square.

* The Black loses the game by this move. He should have played his Queen's Knight to its Bishop's third square, or his Queen's Pawn one square.

† If, instead of taking your Queen's Pawn, he should play his King's Bishop to Queen's Knight's third square, you must play your King's Rook's Pawn one square, and then take his King's Pawn with your King's Knight.

‡ If he were to play his Queen's Pawn one square, you ought to check him with your Queen at her Rook's fourth square.

§ If he played his Queen's Pawn one square, you ought nevertheless to play your King's Pawn to his King's fourth square.

WHITE.	BLACK.
15. Q. to adv. K. R. sq. giving check.	15. K. to his second sq.
16. Q. takes K. Kt. P.	16. K. R. to its B. square.
17. K. B. to adv. K. R. fourth square.	17. Q. to K. square.

18. Q. B. P. one square, &c. and your game is considerably better than your adversary's.*

VARIATION,

BEGINNING AT THE SECOND MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *Q. B. P. one square.*	2. K. B. to Q. B. fourth square.
3. K. Kt. to its B. third square.	3. Q. P. one square.
4. K. B. to Q. B. fourth square.	4. K. Kt. to its B. third square. †

* If, at the eighteenth move, he should play his King's Rook to King's Knight's square, you must play the following moves :—

WHITE.	BLACK.
19. Q. takes K.B.P. and checks.	19. Q. takes Q.
20. K. B. takes Q.	20. K. R. takes K. Kt.

21. K. B. takes K. Kt. and you have *three passed pawns* for a Knight; and your situation is uncommonly advantageous.

† If he were to play his Queen's Bishop to your King's Knight's fourth square, instead of playing his King's Knight, you should play your Queen to her Knight's third square; and if, instead of playing his Queen's Bishop to your King's Knight's fourth square, he should play it to his King's third square, you ought to take it

WHITE.	BLACK.
5. K. castles.	5. K. Kt. takes K. P.*
6. Q. to her R. fourth sq. giving check.	6. Q. B. interposes at Q. second square.
7. K. B. takes K. B. P. and checks.	7. K. takes K. B.
8. Q. takes K. Kt.	8. Q. B. to its third sq.

9. Q. checks at her B. fourth square, and your game is considerably better than your adversary's; if he play his K. to his second square, or to his B. third square, you must play your Q. P. two squares, &c. and if he play his K. to any other square, you must take his K. P. with your K. Kt.

SIXTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. K. P. one square. †
2. Q. P. two squares.	2. Q. B. P. one square.

with your King's Bishop, and then play your Queen to her Knight's third square. In either case, the game would decidedly be in your favour.

* He ought to castle instead of taking this Pawn.

† This beginning, which is frequently played by unskilful players, is very improper; as all the pieces remain confined and useless.

WHITE.	BLACK.
3. K. B. to Q. third sq.	3. K. B. to K. second sq.
4. K. Kt. to its B. third sq.	4. The same.
5. K. R. P. two sq.	5. K. castles.
6. K. P. one square.	6. K. Kt. to Q. fourth square.
7. K. B. takes K. R. P. and checks.	7. K. takes B.
8. K. Kt. to adv. K. Kt. fourth sq. and checks.	8. K. B. takes K. Kt.*
9. K. R. P. takes K. B. and checks with K. R.	9. K. to his Kt. sq.†
10. Q. to adv. K. R. fourth square.	10. K. B. P. one square.
11. K. R. P. to adv. K. Kt. third square.	11. Can not avoid check-mate.

VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *K. P. one square.*
2. *Q. P. two squares.*	2. *Q. B. P. one square.*
3. *K. B. to Q. third sq.*	3. *K. B. to K. second sq.*
4. *K. Kt. to its B. third sq.*	4. *The same.*

* If, instead of taking your King's Knight, he should play his King to his Knight's square, you should play your Queen to his King's Rook's fourth square, and he could not prevent you from checkmating him in a few moves.

† As he may play his King to his Knight's third square, the best moves will be analysed in a Variation.

This game is partly taken from the 13th chapter of Salvo's Treatise; and it is also inserted in GIOCHIMO GRECO's first book.

WHITE.	BLACK.
5. *K. R. P. two squares.*	5. *K. castles.*
6. *K. P. one square.*	6. *K. Kt. to Q. fourth sq.*
7. *K. B. takes K. R. P. and checks.*	7. *K. takes B.*
8. *K. Kt. to adv. K. Kt. fourth sq. and checks.*	8. *K. B. takes K. Kt.*
9. *K. R. P. takes K. B. and checks with K. R.*	9. K. to his Kt. third sq.
10. Q. to adv. K. R. fourth sq. giving check.	10. K. to his B. fourth square.
11. Q. to K. R. third sq. giving check.	11. K. to adv. K. fourth square. *

12. Q. to her third square, giving checkmate.

SEVENTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. Q. P. two squares. †
2. K. P. takes Q. P.	2. Q. takes K. P.

* If he move his King to his Knight's third square, you can checkmate him with your Queen at his King's Rook's second square.

† The Black would play much better by playing the King's Pawn, yet this move may be played without great risk.

WHITE.	BLACK.
3. Q. P. two squares.	3. Q. to adv. K. fourth sq. giving check.*
4. Q. B. interposes at K. third square.	4. Q. B. to K. B. fourth square.
5. Q. Kt. to Q. B. third sq.	5. Q. takes Q. B. P. †
6. Q. takes Q.	6. Q. B. takes Q.
7. Q. R. to Q. B. square.	7. Q. B. to K. B. fourth square.

8. Q. Kt. to adversary's Q. fourth square, &c.: the Black must lose the game.

EIGHTEENTH GAME.

WHITE.	BLACK.
1. Q. P. two squares. ‡	1. The same.
2. Q. B. to K. B. fourth square.	2. The same.
3. Q. Kt. to its B. third square.	3. The same.

* This is a useless move; but a player who moves his Queen's Pawn instead of his King's Pawn generally gives this check.

† The Black loses the game by this move.

‡ You may as safely begin the game by playing the *Queen's* Pawn two squares, as by playing the *King's*.

WHITE.	BLACK.
4. K. B. P. one square.	4. Q. Kt. to adv. Q. Kt. fourth square. *
5. K. P. two squares.	5. Q. P. takes K. P. †
6. K. B. P. takes Q. P.	6. Q. B. to K. Kt. third square.
7. Q. R. P. one square.	7. Q. Kt. to its B. third square.
8. K. B. to adv. Q. Kt. fourth square.	8. Q. to her second sq. ‡
9. Q. P. one square.	9. Q. R. P. one square.
10. Q. P. takes Q. Kt.	10. Q. takes Q. and checks.
11. Q. R. takes Q.	11. Q. R. P. takes K. B.

12. Q. P. takes Q. Kt. P. &c.: the Black must lose the game in a few moves.

* The Black loses the game by this move. He should have played his King's Knight to its Bishop's third square.

† If he were to move his Queen's Bishop, instead of taking your Queen's Pawn, you should play your Queen's Rook's Pawn one square, and then take his Queen's Pawn with your Queen's Knight.

‡ He might play his King's Pawn one square, but it would not prevent the loss of his Knight.

NINETEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes it.
3. K. Kt. to its B. third square.	3. The same.*
4. K. P. one square.	4. Q. to K. second sq.
5. Q. to K. second sq.	5. K. Kt. to its R. fourth square.
6. Q. Kt. to its B. third square.	6. Q. B. P. one square.
7. Q. Kt. to K. fourth sq.	7. Can not prevent Q. Kt. from checking at Black Q. third square, which move decides the game in your favour.

* A common, but very exceptionable, move; players who do not understand the defence of the Gambit, generally imagine, that, by playing their King's Knight, they succeed in preventing their adversary's attack; but by playing your King's Pawn upon the Knight, you gain a most advantageous situation.

TWENTIETH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes it.
3. K. B. to Q. B. fourth square.	3. K. Kt. to K. B. third square.*
4. Q. to K. second sq.	4. K. B. to Q. B. fourth square.
5. Q. B. P. one square.	5. K. B. takes K. Kt.†
6. K. R. takes K. B.	6. K. Kt. P. two sq.
7. K. P. one square.	7. K. Kt. to its own sq.
8. Q. P. two squares.	8. Q. to K. second sq.
9. K. Kt. P. one square.	9. Gambit P. takes it.
10. K. R. takes Gambit P.	10. K. R. P. one square.

* Instead of this move the Black ought to check with his Queen at adversary's King's Rook's fourth square.

† If, instead of this move the Black were to play—

WHITE.	BLACK.
5.	5. K. Kt. P. two squares.
6. Q. P. two squares	6. K. B. to Q. Kt. third square.
7. K. R. P. two squares, &c.	

WHITE.	BLACK.
11. K. R. P. two squares.	11. K. B. P. one square.*
12. Q. to adv. K. R. fourth sq. and checks.	12. K. to Q. square.
13. K. B. takes K. Kt.	13. K. R. takes K. B.
14. Q. takes K. R. P.	14. Q. P. one square.
15. Q. takes K. B. P.	15. Q. takes Q.
16. K. P. takes Q.	16. K. R. to K. square, giving check.
17. K. to K. B. second square.	17. K. Kt. P. takes K. R. P.
18. K. R. to adv. K. Kt. second square.	18. Q. B. to K. third sq.
19. Q. B. to adv. K. Kt. fourth square.	19. K. R. to K. B. sq.
20. Q. Kt. to Q. second square.	20. The same.
21. Q. R. to K. square.	21. Q. B. to K. B. second square.

22. Q. R. to adversary's K. second square, and you will very easily win the game.

* If he should take your King's Rook's Pawn, you ought immediately to play your King's Rook to adversary's King's Knight's second square.

TWENTY-FIRST GAME.

KING'S GAMBIT.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes K. B. P.*
3. K. Kt. to its B. third square.	3. K. Kt. P. two squares.
4. K. B. to Q. B. fourth square.†	4. K. B. to K. Kt. second square.
5. K. R. P. two sq.‡	5. K. R. P. one square.§
6. Q. P. two squares.	6. Q. P. one square.

* Instead of taking your King's Bishop's Pawn, he may push his Queen's Pawn two squares, in which case you must take it with your King's Pawn, and then play your Queen's Knight to its Bishop's third square.

† You may likewise play your King's Rook's Pawn two squares, but it is better to play the King's Bishop. This will be demonstrated in the *first* Variation, beginning at the *fourth* move of the White.

‡ If you were to play your Queen's Pawn two squares, instead of your King's Rook's Pawn, he would play his King's Knight's Pawn one square, this would give him the attack, and a better situation.

§ If he should play his King's Knight's Pawn one square, you

WHITE.	BLACK.
7. Q. B. P. one square.	7. The same.*
8. Q. to Q. Kt. third sq.	8. Q. to K. second sq.
9. K. castles.	9. Q. Kt. P. two squares.
10. K.B. to Q. third sq.	10. Q. B. to Q. Kt. second square.
11. Q. R. P. two squares.	11. Q. R. P. one square.
12. Q. R. P. takes Q. Kt. P.	12. Q. R. P. takes Q. R. P.
13. Q. R. takes Q. R.	13. Q. B. takes Q. R.
14. Q. to Q. R. second sq.	14. Q. B. to Q. Kt. second square.*†
15. Q. to adv. Q. R. second square.	15. Q. Kt. to its R. third square.
16. K. R. P. takes K. Kt. P.	16. K. R. P. takes K. R. P.
17. K. Kt. takes K. R. P.	17. Q. takes K. Kt.
18. Q. takes Q. B.	18. Q. to adv. K. R. fourth square.
19. Q. takes Q. B. P. and gives check.	19. K. to K. B. square.
20. Q. B. takes the Gambit Pawn.‡	20. Q. to adv. K. R. sq. giving check.

ought to play your King's Knight to his King's Knight's fourth square. The *second* Variation will commence at this move.

* It would be better to move his Queen to his King's second square. This will be proved in the *second* Part.

† If, instead of this move, the Black should play his Queen to support his Queen's Bishop, you ought to take his King's Knight's Pawn with your King's Rook's Pawn.

‡ It would be bad play to take it with the *Rook*.

WHITE.	BLACK.
21. K. to K. B. second square.	21. Q. to adv. K. R. fourth sq. giving check.
22. K. Kt. P. one square.	22. Q. to adv. K. R. second sq. giving check.
23. K. to his own square.	23. K. Kt. to K. second sq.
24. Q. B. takes Q. P.	24. Loses the game in a few moves.

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes K. B. P.*
3. *K. Kt. to its B. third sq.*	3. *K. Kt. P. two squares.*
4. K. R. P. two squares.	4. K. Kt. P. one square.
5. K. Kt. to adv. K. fourth square.	5. K. R. P. two squares.
6. K. B. to Q. B. fourth square.	6. K. R. to its second square.*
7. Q. P. two squares.	7. Q. P. one square.
8. K. Kt. to Q. third sq.	8. Q. to K. second sq.
9. Q. Kt. to its B. third square. †	9. K. Kt. to its B. third square.

* He might also play his King's Knight to his King's Rook's third square. GRECO directs this move to be played instead of the King's Rook.

† This is PHILIDOR's move. Instead of it, you may take the Gambit Pawn with your King's Knight, without attending to your King's Pawn, which is attacked by his Queen.

WHITE.	BLACK.
10. Q. to K. second square. *	10. K. P. one square.
11. K. Kt. P. takes K. P.	11. K.Kt.P. takes K.Kt.P.
12. Q. takes K. Kt. P.	12. Q. B. to adv. K. Kt. fourth square.
13. Q. to K. third sq. †	13. K. B. to K. R. third square.
14. K. Kt. to its B. fourth square.	14. Q. B. P. one square.
15. Q. B. to Q. second square. ‡	15. K. B. takes K. Kt.
16. Q. takes K. B.	16. Q. P. one square.
17. K. B. to Q. third sq.	17. K. Kt. takes K. P.
18. Q. Kt. takes K. Kt.	18. K. B. P. two squares; and his situation is certainly more advantageous than yours.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes K. B. P.*

* With great deference to PHILIDOR's judgment, it is presumed that the White loses the game by this move. It would be better to castle; or to take the Gambit Pawn with your King's Knight.

† This move likewise appears exceptionable. It would be better to play your Queen to King's Knight's second square.

‡ Instead of this move, you ought to play your King's Bishop either to Queen's third square or to Queen's Knight's third square.

WHITE.	BLACK.
3. *K. Kt. to its B. third sq.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth square.*	4. *K. B. to K. Kt. second square.*
5. *K. R. P. two squares.*	5. K. Kt. P. one square.
6. K. Kt. to adv. K. Kt. fourth square.	6. K. Kt. to K. R. third square.
7. Q. P. two squares.	7. K. B. P. one square.*
8. Q. B. takes Gambit P.	8. Q. P. one square. †
9. Q. B. P. one square. ‡	9. K. B. P. takes K. Kt.
10. K. R. P. takes K. B. P.	10. K. Kt. to its square. §
11. Q. to Q. Kt. third sq.	11. Q. to K. second sq.
12. Q. Kt. to Q. second square.	12. Q. to K. B. square.
13. K. castles with K. R.	13. Must inevitably lose the game.

* This appears a good move, as it *forces* your King's Knight; but your situation is so advantageous, that you will nevertheless win the game. He would play better if he castled, or moved his Queen's Pawn.

† If he had taken your King's Knight previously to playing his Queen's Pawn, you might immediately have regained your piece by taking his King's Bishop's Pawn with your Queen's Bishop, as it would have compelled him to interpose his King's Bishop to save his Queen, and his King's Knight would then remain *en prise*.

‡ You might likewise play your King's Knight, to adversary's King's third square.

§ This is PHILIDOR's move: it would perhaps be better to play it to its Bishop's second square.

TWENTY-SECOND GAME.

SECOND GAMBIT.*

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes K. B. P.
3. K. Kt. to its B. third square.	3. K. Kt. P. two sq.
4. K. B. to Q. B. fourth square.	4. K. B. to K. Kt. second square.
5. K. R. P. two squares.	5. K. R. P. one square.†
6. Q. P. two squares.	6. Q. P. one square.
7. Q. B. P. one square.	7. Q. B. to K. third sq.‡
8. K. B. takes Q. B.	8. K. B. P. takes K. B.

* This game and the next are inserted to teach the *Gambit player* the best method of profiting by the mistakes commonly committed by those who *defend* the Gambit.

† If, instead of this move, he were to play his King's Bishop's Pawn one square, you ought to take his King's Knight's Pawn, with your King's Knight. This will be demonstrated in the *first* Variation, beginning at the *fifth* move of the Black.

‡ The Black loses the game by this move. If he were to play his Queen's Bishop to your King's Knight's fourth square, the result would be equally unfavourable to him. This will be analysed in the *second* Variation, commencing at the *seventh* move of the Black.

WHITE.	BLACK.
9. Q. to Q. Kt. third sq.	9. Q. to Q. B. square.
10. K.R.P. takes K.Kt.P.	10. K. R. P. takes K. R. P.
11. K. R. takes K. R.	11. K. B. takes K. R.
12. K. Kt. takes K. R. P. at adv. K. Kt. fourth square.*	12. K. to his second sq.
13. Q. B. takes the Gambit Pawn.	13. Q. Kt. to its B. third square. †
14. Q. Kt. to Q. second square.	14. Q. R. P. two squares.
15. K. castles.	15. Q. R. to Q. Kt. sq. ‡
16. R. to K. R. square.	16. K. Kt. to K. B. third square.
17. R. takes K. B.	17. Q. takes R.
18. Q. takes K. P. giving check.	18. K. to Q. square.

19. K. Kt. gives checkmate at adversary's K. B. second square.

* Your situation is so advantageous, that he can not prevent you from winning the game.

† If, instead of this move, he should play his King's Pawn one square, attacking your Queen's Bishop, you must give him check with your Queen at his King's Bishop's second square, which will immediately decide the game in your favour, as he can not save his Queen.

‡ If he were to attack your Queen with his Queen's Rook's Pawn, you ought to move her to her Bishop's fourth square.

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes K. B. P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth square.*	4. *K. B. to K. Kt. second square.*
5. *K. R. P. two squares.*	5. K. B. P. one square. *
6. K. Kt. takes K. Kt. P.	6. K. B. P. takes Kt.
7. Q. to adv. K. R. fourth sq. giving check.	7. K. to his second sq.
8. Q. to adv. K. B. second sq. and checks.	8. K. to Q. third sq.
9. Q. takes K. B. †	9. Q. to K. B. third sq. ‡
10. Q. takes Q.	10. K. Kt. takes Q.
11. K. R. P. takes K. Kt. P.	11. K. Kt. takes K. P.
12. Q. P. one square.	12. K. Kt. to Q. B. fourth square. §

* This move is a remarkably bad one; and yet it is frequently played by tolerably good players.

† You regain your piece, and your situation is incomparably more advantageous than your adversary's.

‡ This is his best move; if he played his King's Knight, your situation would still be ameliorated, because his pieces would be more confined.

§ If, instead of this move, the Black were to take your King's Rook's Pawn with his Knight, you should take the Gambit Pawn with your Queen's Bishop, and his Knight would be lost.

WHITE.	BLACK.
13. Q. B. takes Gambit Pawn, and checks.	13. K. to Q. B. third sq.
14. Q. Kt. to Q. B. third sq.	14. K. R. to K. square, and checks.*
15. K. to Q. second sq.	15. Must lose the game.

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes K. B. P.*
3. *K. Kt. to its B. third square.*	3. *K. Kt. P. two squares.*
4. *K. B. to Q. B. fourth square.*	4. *K. B. to its Kt. second square.*
5. *K. R. P. two squares.*	5. *K. R. P. one square.*
6. *Q. P. two squares.*	6. *Q. P. one square.*
7. *Q. B. P. one square.*	7. Q. B. to adv. K. Kt. fourth square. †
8. Q. to Q. Kt. third sq.	8. Q. B. to K. R. fourth square. ‡
9. K. R. P. takes K. Kt. P.	9. K. R. P. takes K. R. P. §

* If he were to play his Queen's Pawn one square, instead of giving check, you should play your Queen's Knight's Pawn two squares.

† The Black loses the game by this move.

‡ If he played his Queen to his King's second square, he could not avoid the loss of his Queen's Rook.

§ If, instead of this move, he were to play his Queen's Bishop

WHITE.	BLACK.
10. K. R. takes Q. B.	10. K. R. takes K. R.
11. K. B. takes K. B. P. and checks.	11. K. to Q. second sq.
12. K. B. takes K. R. and must win the game.	

TWENTY-THIRD GAME.

THIRD GAMBIT.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K.P. takes K. B. P.
3. K.Kt. to K.B. third sq.	3. K. Kt. P. two squares.
4. K. B. to Q. B. fourth square.	4. K.B. to K. Kt. second square.*

to King's Knight's third square, you ought to take the Gambit Pawn with your Queen's Bishop, and your situation would be equally advantageous.

* If, instead of playing this move, he were to play his King's Knight's Pawn to your King's Knight's fourth square, the game would become extremely critical for both players. This will be demonstrated in the *first* Variation, beginning at the *fourth* move of the Black.

WHITE.	BLACK.
5. K. R. P. two squares.	5. K. R. P. one square.
6. Q. P. two squares.	6. Q. P. one square.
7. Q. B. P. one square.	7. The same.
8. Q. to K. second sq. *	8. Q. B. to K. third sq. †
9. K. B. takes B.	9. K. B. P. takes B.
10. K. P. one square.	10. Q. P. takes K. P.
11. Q. P. takes Q. P. ‡	11. Q. Kt. to Q. second square.
12. K. Kt. P. one square.	12. The same.
13. K. Kt. P. takes P.	13. K. Kt. P. takes Kt.
14. Q. takes K. Kt. P. §	14. Q. to K. second sq. ‖
15. Q. Kt. to Q. second sq.	15. K. castles.
16. Q. Kt. P. two squares.	16. K. R. P. one square. ¶
17. Q. Kt. to K. fourth square.	17. Q. Kt. to its third sq.

* You might likewise play your Queen to her Knight's third square.

† The Black loses the game by this move.

‡ This Pawn is remarkably well situated, because it confines the adversary's pieces. The Pawn is certainly well placed, but I think it would have been better to have taken the Pawn with King's Knight, as that move would enable the first player to gain at least a Pawn, with an excellent position.—Ed.

§ Although you lose a piece, your situation is so advantageous, that the game is certainly in your favour. I beg leave to differ in opinion, I think if Black on the sixteenth move were to sacrifice his Bishop or Knight for the two Pawn's, he would have a better game than the White.—Ed.

‖ This move is of the utmost importance, as it prevents your Queen and your King's Rook from penetrating in his game.

¶ The playing of this Pawn enables him to move two of his pieces—the King's Knight and the King's Bishop.

WHITE.	BLACK.
18. Q. B. to K. third sq.	18. K. Kt. to K. R. third square.
19. Q. B. to adv. Q. B. fourth square.	19. Q. to Q. B. second sq.
20. Q. R. P. two squares.*	20. K. B. to its own sq.
21. Q. R. P. one square.	21. K. B. takes Q. B.
22. Q. Kt. P. takes K. B.†	22. Q. Kt. to Q. second square.
23. Q. Kt. to adv. Q. third sq. and checks.	23. K. to Q. Kt. square.
24. Q. R. to Q. Kt. square.	24. Q. Kt. takes Q. Kt. P. at Q. B. fourth sq.
25, Q. Kt. takes Q. Kt. P.‡	25. Q. Kt. takes Q. Kt.
26. Q. R. P. one square.	26. K. to Q. R. square.
27. Q. R. takes Q. Kt.	27. Q. to her B. square.
28. K. R. to its second sq.	28. Q. R. to Q. second sq.
29. K. R. to Q. Kt. second square.	29. K. R. to its second square.
30. Q. takes Q. B. P.	30. Q. takes Q. §

31. Q. R. to adv. Q. Kt. square, giving checkmate.

* The Black having been compelled to castle, on *his Queen's side*, has exposed himself to an attack so extremely powerful that it must ultimately prove irresistible.

† It would be very bad play to take it with your Knight.

‡ This is a very good move; and indeed the whole of this game is remarkably well played. It is one of Philidor's.

§ If the Black play any other move, the game is equally lost; if he remove his Queen, you will immediately win the game by playing your Queen's Rook to his Queen's Knight's square.

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.**
2. *K. B. P. two squares.*	2. *K. P. takes K. B. P.*
3. *K. Kt. to its B. third sq.*	3. *K. Kt. P. two squares.*
4. *K. B to Q. B. fourth square.*	4. K. Kt. P. one square.
5. K. Kt. to adv. K. fourth square.*	5. Q. to adv. K. R. fourth sq. and checks.
6. K. to K. B. square.	6. K. Kt. to K. R. third square.†
7. Q. P. two squares.	7. Q. P. one square.
8. K. Kt. to Q. third sq.	8. Gambit Pawn one sq.
9. K. Kt. P one square.	9. Q. to adv. K. R. third sq. and checks.‡

* With an inferior player, you might *sacrifice* your King's Bishop for his King's Bishop's Pawn, and then give him check with your King's Knight, at his King's fourth square.

† If, instead of playing his Knight to its Rook's third square, he were to play it to its Bishop's third square, it would totally alter the game; and your best move would then be your Queen to your King's square. *Vide* SALVIO'S GAMBIT.

‡ This is a bad move; he ought to retire his Queen to her King's second square.

WHITE.	BLACK.
10. K. to his own square.*	10. Q. to K. R. fourth square. † ‡
11. K. Kt. to K. B. fourth square.	11. Q. to Q. R. fourth sq. giving check.
12. Q. B. interposes at Q. second square.	12. Q. to Q. Kt. third sq. §
13. K. Kt. to adv. Q. fourth square.	13. Q. takes Q. P.
14. K. B. to Q. third sq.	14. Q. to Q. B. fourth sq.
15. Q. B. to K. third sq.	15. Q. to Q. R. fourth square, and checks.
16. Q. Kt. P. two squares.	16. Q. to adv. Q. R. fourth square.
17. K. B. to adv. Q. Kt. fourth sq. and checks.	17. Q. takes K. B.

* Greco directs this move: Philidor, on the contrary, directs the King to be played to his Bishop's second square. There can be no doubt of Greco's move being by far the better of the two.

† If he should let his Queen remain at your King's Rook's third square, you ought to play your King's Knight to your King's Bishop's fourth square, and his Queen would be lost.

‡ If, instead of playing his Queen to her King's Rook's fourth square, he were to play it to your King's Knight's second square, you should play your King's Knight to your King's Bishop's second square, and then your King's Bishop to its own square, and the game would be decided in your favour.

§ If he were to play his Queen to your Queen's Rook's fourth square, you should play your Queen's Knight to its Rook's third square.

WHITE.	BLACK.
18. K. Kt. takes Q. B. P. giving check.	18. K. to Q. square.
19. K. Kt. takes Q. and will easily win the game. *	

TWENTY-FOURTH GAME.

FOURTH GAMBIT

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes K. B. P.
3. K. B. to Q. B. fourth square. †	3. Q. to adv. K. R. fourth sq. giving check.
4. K. to K. B. square.	4. K. B. to Q. B. fourth square. ‡

* The attack in this game is remarkably well played; it is one of GRECO's.—ED.

† This is a dangerous, and perhaps an exceptionable move; but there are few players who know how to oppose it properly. This game has been inserted to teach the Gambit-player how to profit by the errors frequently committed by the second player. The proper defence will be shown in the Second Part.

‡ The Black loses the game by this move.

WHITE.	BLACK.
5. Q. P. two squares.	5. K. B. to Q. Kt. third square.
6. K. Kt. to its B. third square.	6. Q. to adv. K. Kt. fourth square.*
7. K. B. takes K. B. P. and checks.	7. K. to K. B. square.†
8. K. R. P. one square.	8. Q. to adv. K. Kt. third square.
9. Q. Kt. to Q. B. third square.	9. K. takes B.‡
10. Q. Kt. to K. second square.	10. Q. to K. Kt. third square.
11. K. Kt. to adv. K. fourth sq. and checks.	11. K. to K. B. square.
12. K. Kt. takes Q.	12. Loses irretrievably.

* He ought rather to play his Queen to his King's second square, in which case you should play your King to his Bishop's second square, or Queen's Knight to Queen's Bishop's third square.

† It is almost unnecessary to observe, that, if he had taken the Bishop with his King, you could have won his Queen by giving check with your Knight at his King's fourth square.

‡ If, instead of taking the Bishop, he were to play *any other move* his Queen would equally be lost.

TWENTY-FIFTH GAME.

CUNNINGHAM'S GAMBIT.*

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes K. B. P.
3. K. Kt. to K. B. third square.	3. K. B. to K. second square.
4. K. B. to Q. B. fourth square.	4. K. B. to adv. K. R. fourth sq. and checks.
5. K. Kt. P. one square. †	5. Gambit P. takes K. Kt. P.
6. K. castles. ‡	6. Gambit P. takes K. R. P. and checks.

* This game is called the THREE PAWNS' GAMBIT, by Capt. BERTIN and PHILIP STAMMA. It is a very dangerous game, and, if the defence be correct, he who *sacrifices* the three Pawns must lose; but it is a remarkably interesting and instructive game.

This game will show the best method of playing it against an adversary who does not defend it properly; the defence will be analysed in the Second Part.

† It would be better to play the King to his Bishop's square.

‡ In Italy, where the King can castle on the *Rook's square*, if the player think proper, the *Three Pawns' Gambit* would certainly win.

WHITE.	BLACK.
7. K. to K. R. square.	7. Q. P. one square.*
8. K. B. takes K. B. P. and checks.	8. K. takes B.
9. K. Kt. to adv. K. fourth sq. giving *double check.*†	9. K. to his own sq.
10. Q. to adv. K. R. fourth sq. giving check.‡	10. K. Kt. P. one square.
11. K. Kt. takes K. Kt. P.	11. K. R. P. takes K. Kt.
12. Q. takes K. R. P. and gives check.	12. K. to his second sq. §

13. Q. to adv. K. B. second square, giving check-mate.

* This move is taken from Capt. BERTIN's Treatise, but it is certainly exceptionable.

† It would perhaps be better to take the King's Bishop.

‡ You might likewise play your King's Knight to the adversary's King's Bishop's second square.

§ It is obvious that if Capt. *Bertin* had directed the King to be played to *his Queen's second square*, the White would not have won the game, the utmost he could do would be to draw it; still the attack is brilliant, and, as it frequently occurs, the game is certainly instructive.

TWENTY-SIXTH GAME.

ANOTHER METHOD OF PLAYING CUNNINGHAM'S GAMBIT.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes K. B. P.
3. K. Kt. to its B. third square.	3. K. B. to K. second square.
4. K. B. to Q. B. fourth square.	4. K. B. to adv. K. R. fourth sq. giving check.
5. K. Kt. P. one square.*	5. Gambit P. takes K. Kt. P.
6. K. castles.	6. Gambit P. takes K. R. P. and checks.
7. K. to K. R. square.	7. K. B. to K. second square.†
8. K. B. takes K. B. P. and checks.	8. K. takes B.‡

* It would be bad play to take his King's Bishop with your Knight.

† The Black loses the game by this move.

‡ As he may play his King to his Bishop's square, instead of taking the Bishop, there will be a Variation, beginning at the *eighth* move of the Black.

WHITE.	BLACK.
9. K. Kt. to adv. K. fourth square, giving double check.	9. K. to his third sq. *
10. Q. to K. Kt. fourth sq. and checks.	10. K. takes Kt. †
11. Q. to adv. K. B. fourth sq. and checks.	11. K. to Q. third sq. or to adv. Q. fourth sq.
12. Q. to adv. Q. fourth sq. giving checkmate.	

VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes K. B. P.*
3. *K. Kt. to its B. third square.*	3. *K. B. to K. second square.*
4. *K. B. to Q. B. fourth square.*	4. *K. B. to adv. K. R. fourth sq. and checks.*
5. *K. Kt. P. one square.*	5. *Gambit P. takes K. Kt. P.*
6. *K. castles.*	6. *Gambit P. takes K. R. P. and checks.*
7. *K. to K. R. square.*	7. *K. B. to K. second sq.*

* If he were to play his King to his own square, he would lose his Queen.

† He may move his King to his Queen's third square, in which case you ought to give check at the adversary's King's Bishop's second square, and then take his Queen.

WHITE.	BLACK.
8. *K. B. takes K. B. P. and checks.*	8. K. to his B. sq.*
9. K. Kt. to adv. K. fourth square.	9. K. Kt. to K. B. third square.
10. K. B. to Q. Kt. third square.	10. Q. to K. square.†
11. K. Kt. to adv. K. B. second square.	11. K. R. to K. Kt. sq.
12. K. P. one square.	12. Q. P. two squares.‡
13. K. P. takes Kt.	13. K. Kt. P. takes P.
14. K. B. takes Q. P.	14. Q. B. to adv. K. Kt. fourth square.
15. Q. to K. square.	15. Q. B. to K. R. fourth square.
16. Q. P. two squares. §	16. Q. B. takes K. Kt.
17. Q. B. to adv. K. R. third square, giving check.	17. K. R. interposes.
18. Q. Kt. to Q. B. third square.	18. Q. B. takes K. B. and checks.

* This is much better play than taking the Bishop, yet he can not avoid the loss of the game, if your attack be properly conducted.

† If he did not move his Queen, you would easily win his King's Rook, by playing your King's Knight to his King's Bishop's second square.

‡ If he moved his King's Knight, you ought to give check by discovery at his Queen's third square, and then take his Queen.

§ You might likewise play your King's Knight to the adversary's King's Rook's third square.

WHITE.	BLACK.
19. Kt. takes Q. B.	19. Q. to K. B. second square. *
20. Kt. takes K. B.	20. Q. takes Kt.
21. Q. takes Q. and checks.	21. K. takes Q.
22. Q. B. takes K. R.	22. Loses the game.

TWENTY-SEVENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two sq.	2. Q. P. two squares. †
3. K. P. takes Q. P.	3. Q. takes K. P. ‡

* If he were to play his Queen to her Bishop's third square, he would be checkmated in two moves.

† This move is played in order to avoid the attack which the Gambit generally gives: when a player receives odds, it is a very good move; but when no odds are given, it is better to take the Gambit Pawn.

‡ If, instead of this move, he were to take your King's Bishop's Pawn, you should play your King's Knight to its Bishop's third square, and then your Queen's Knight, &c.

WHITE.	BLACK.
4. Q. Kt. to Q. B. third square	4. Q. to K. third sq.*
5. K. Kt. to K. B. third square.	5. K. P. takes K. B. P. and checks by discovery.
6. K. to K. B. second square. †	6. K. B. to Q. B. fourth sq. giving check. ‡
7. Q. P. two squares.	7. K. B. to Q. Kt. third square.
8. K. B. to adv. Q. Kt. fourth sq. and checks.	8. Q. B. P. one sq. or any other move.

9. K. R. to K. square, and the Black Q. is lost.

TWENTY-EIGHTH GAME.

QUEEN'S GAMBIT. §

WHITE.	BLACK.
1. Q. P. two squares.	1. The same.
2. Q. B. P. two squares.	2. Q. P. takes Q. B. P.

* The Black loses the game by this move, though it appears a good one: he ought to retire his Queen to her own square; but, even then your game would be better than his.

† Were you to interpose your King's Bishop, you would lose the attack.

‡ If he played *any other move*, he could not retrieve his game.

§ The Queen's Gambit is an instructive and a safe game. Even

WHITE.	BLACK.
3. K. P. one square. *	3. Q. Kt. P. two sq. †
4. Q. R. P. two squares.	4. Q.Kt.P.takes Q.R.P.‡
5. K. B. takes Gambit P.	5. Q. B. to Q. second sq.
6. Q. to K. B. third sq.	6. K. P. one square. §
7. Q. takes Q. R.	7. Q. B. to its third sq.
8. K. B. to adv. Q. Kt. fourth square.	8. Q. B. takes K. B.
9. Q. takes Q. R. P. and will win the game.	

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

1. *Q. P. two squares.*	1. *The same.*
2. *Q. B. P. two squares.*	2. *Q. P. takes Q. B. P.*

when the defence is *scientific*, he who plays the Gambit has as good a game as his adversary.

* With a player *who does not support* the Gambit Pawn, it is better to play this Pawn *two* squares.

† The Black loses the game by this move; it is not possible to *support* the Queen's Gambit's Pawn against a good player.

‡ As he may play either his Queen's Bishop's Pawn one square, or his Queen's Bishop to Queen's Rook's third square, there will be *two* Variations, both beginning at the *fourth* move of the Black.

§ If he move his Queen's Bishop to its third square, you ought to play:—

WHITE.	BLACK.
7. Q. takes K. B. P. and gives check.	7. K. to Q. second square.
8. Q. to adv. K. B. fourth sq. giving check.	8. K. to his own square.
9. K. B. to adversary's K. B. second square, giving checkmate.	

WHITE.	BLACK.
3. *K. P. one square.*	3. *Q. Kt. P. two squares.*
4. *Q. R. P. two squares.*	4. Q. B. P. one square.
5. Q. R. P. takes Q. Kt. P.	5. Q. B. P. takes Q. R. P.
6. Q. to K. B. third sq. *	6. Q. Kt. to Q. B. third square. †
7. Q. takes Q. Kt. and gives check.	7. Q. B. to Q. second square.
8. Q. to adv. Q. Kt. second square.	8. Q. R. P. two squares.
9. Q. Kt. to Q. B. third square.	9. Q. R. to Q. Kt. sq.
10. Q. to K. B. third sq.	10. Must lose the game.

SECOND VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *Q. P. two squares.*	1. *The same.*
2. *Q. B. P. two squares.*	2. *Q. P. takes Q. B. P.*
3. *K. P. one square.*	3. *Q. Kt. P. two squares.*
4. *Q. R. P. two squares.*	4. Q. B. to Q. R. third sq. or to Q. second sq.

* By this decisive move, you may easily perceive, that, when a player is accustomed to *support the Gambit Pawn*, it is much better to play the King's Pawn only *one* square.

† If, instead of playing his Queen's Knight, he were to play his Queen to her Bishop's second square, with the intention of *confining* your Queen by playing his Queen's Knight, after you have taken his Rook, you ought immediately to push your Queen's Pawn one square, and then take his Queen's Rook's Pawn.

WHITE.	BLACK.
5. Q. R. P. takes Q. Kt. P.	5. Q. B. takes Q. R. P.
6. Q. Kt. to Q. B. third square.*	6. Q. B. to Q. R. third square.†
7. Q. to K. B. third sq. ‡	7. Q. B. P. one square.
8. Q. R. takes Q. B.	8. Q. Kt. takes Q. R.
9. Q. takes Q. B. P. and checks.	9. Q. to her second sq.
10. Q. takes Q. R. and checks.	10. Q. to her own sq.
11. Q. to adv. Q. B. third sq. giving check.	11. Q. interposes.

12. Q. takes Q. Kt. and will easily win the game.

TWENTY-NINTH GAME.

ANOTHER METHOD OF PLAYING THE QUEEN'S GAMBIT.

WHITE.	BLACK.
1. Q. P. two squares.	1. The same.
2. Q. B. P. two squares.	2. Q. P. takes Q. B. P.

* Instead of this move, you may also play your Queen's Knight's Pawn one square.

† If he should support his Bishop with his Queen's Bishop's Pawn, or with his Queen, you ought, in either case, immediately to push your Queen's Knight's Pawn one square, and you will win the Gambit Pawn, in a very advantageous position.

‡ Instead of this move, you may take the Queen's Bishop with

WHITE.	BLACK.
3. K. P. one square.	3. Q. Kt. P. two sq. *
4. Q. R. P. two squares.	4. Q. B. to Q. second sq.
5. Q. R. P. takes Q. Kt. P.	5. Q. B. takes Q. R. P.
6. Q. Kt. to Q. R. third square. †	6. Q. to her fourth sq.
7. Q. Kt. P. one square. ‡	7. Q. to Q. Kt. second sq.
8. Q. Kt. takes Q. B.	8. Q. takes Q. Kt.
9. K. B. takes Gambit Pawn. §	9. Q. to K. B. fourth sq.
10. K. Kt. to K. second square.	10. K. P. one square. ‖
11. K. castles.	11. K. B. to Q. third sq.
12. K. Kt. to its third sq.	12. Q. to K. B. third sq.

13. K. P one square; and your game is considerably superior to your adversary's.

your Queen's Rook, and then check with your Queen at her Rook's fourth square, &c.

* After committing the mistake of *supporting the Gambit Pawn,* the Black in *this* game plays very correctly; yet you have greatly the advantage; a proof, that, after supporting the Pawn, the game is irretrievable.

† STAMMA always played this move. There is no doubt, however, of the Knight's being better played to its *Bishop's* third square.

‡ This move is essential in the Queen's Gambit, when the adversary supports the Pawn.

§ You may also take the Gambit Pawn with your Queen's Knight's Pawn, in order to unite your Pawns in the centre of the board.

‖ All your adversary's pieces being confined, the game is as much in your favour as if you had won a Pawn.

THIRTIETH GAME.

SALVIO'S GAMBIT.*

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes K. B. P.
3. K. Kt. to K. B. third square.	3. K. Kt. P. two squares.
4. K. B. to Q. B. fourth square.	4. K. Kt. P. one square.
5. K. Kt. to adv. K. fourth square.	5. Q. to adv. K.R. fourth sq. giving check.
6. K. to K. B. square.	6. K. Kt. to its B. third square.
7. Q. to K. square.†	7. Q. takes Q.‡
8. K. takes Q.	8. K. Kt. takes K. P.

* The difference between this game and the usual method of defending the Gambit consists in playing the King's Knight to *its Bishop's third square*, after giving check with the Queen, instead of playing it to *its Rook's third square.* The playing of the King's Knight to *its Bishop's third square* is a remarkably good move, when a player receives a piece.

† This move gives you a decided advantage, and it is the best you can play. You might, however, play your Queen's Knight to its Bishop's third square, or take his King's Bishop's Pawn with your King's Bishop.

‡ He is compelled to take your Queen, as he can not remove her without losing her for two pieces; or losing the King's Rook.

WHITE.	BLACK.
9. K. B. takes K. B. P. and checks.*	9. K. to his second sq.†
10. K. B. to Q. Kt. third square.	10. Q. P. one square.‡
11. K. Kt. to adv. K. B. second square.	11. K. R. to K. Kt. sq.
12. K. Kt. takes Q. P.	12. K. Kt. takes Kt.

13. K. B. takes K. R. and you will easily win the game.

THIRTY-FIRST GAME.

ANOTHER METHOD OF PLAYING SALVIO'S GAMBIT. §

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes K. B. P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two sq.
4. K. B. to Q. B. fourth sq.	4. K. Kt. P. one square.

* It would be bad play to take it with your Knight.

† SALVIO directs the King to be played to his *Queen's* square; but PHILIDOR's move appears to be preferable.

‡ The Black loses the game by this move. It would be better to push the Gambit Pawn, but your situation would nevertheless be much more advantageous than his.

§ PHILIDOR's defence of this game is extremely scientific: Salvio's Gambit (or rather *defence* against the King's Gambit) is, however, replete with genius and brilliancy.

WHITE.	BLACK.
5. K. Kt. to adv. K. fourth square.	5. Q. to adv. K. R. fourth sq. and checks.
6. K. to K. B. square.	6. K. Kt. to K. B. third square.
7. K. B. takes K. B. P. and checks. *	7. K. to Q. square. †
8. Q. P. two squares.	8. K. Kt. takes K. P.
9. Q. to K. second sq.	9. K. Kt. to adv. K. Kt. third sq. and checks. ‡
10. K. R. P. takes Kt.	10. Q. takes K. R. and checks.
11. K. to K. B. second sq.	11. Gambit P. takes K. R. P. and checks.
12. K. takes Gambit P.	12. Q. takes Q. B.
13. K. Kt. to adv. Q. B. third square, giving check.	13. Q. Kt. or P. takes K. Kt.
14. Q. to adv. K. square, giving checkmate.	

* You may also play your Queen's Knight to its Bishop's third square, and if he should play his King's Knight to its Rook's fourth square, you ought to take his King's Bishop's Pawn with your King's Bishop, and then his King's Knight.

† If, instead of playing his King to his Queen's square, as GRECO and SALVIO direct, he were to play it to his second square, his game would be better than yours.

‡ This move, which *appears* so much against you, is in reality the most favourable for you that your adversary can play. This proves how carefully a player ought to examine his game, before he plays any move, how advantageous soever it may seem.

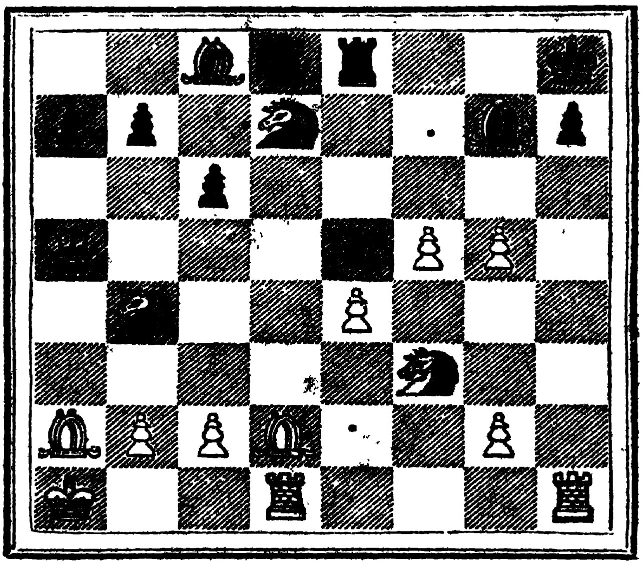
SEVENTY-EIGHT

CRITICAL SITUATIONS,

WON OR DRAWN BY BRILLIANT AND SCIENTIFIC MOVES.

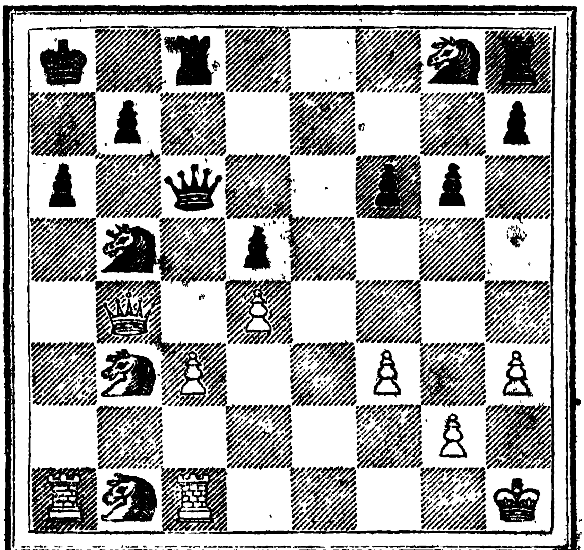
The Solutions are inserted in the Second Part.

No. 1.



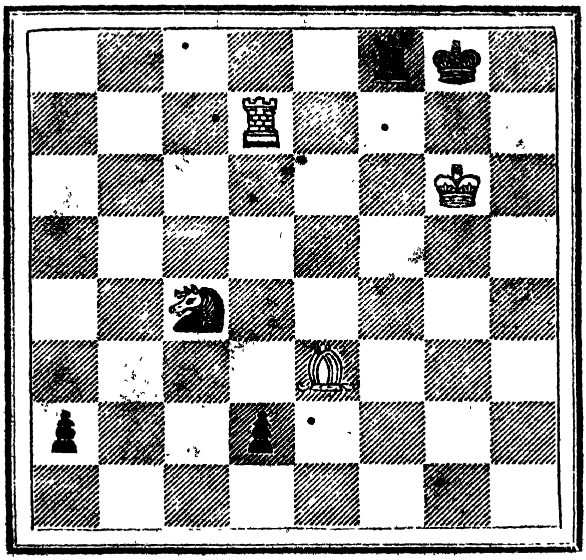
White to move, and to win in six moves.

No. II.



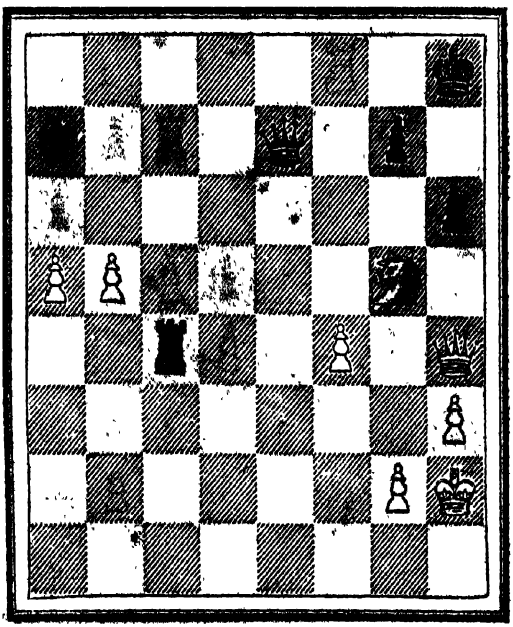
Black having to move, plays Queen to adversary's Queen's Bishop's fourth square, in order to exchange her, or win the King's Knight; what ought the White to play?

No. 111.



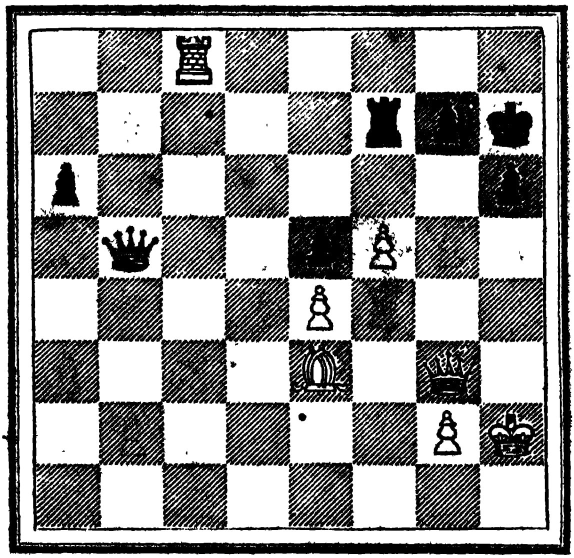
White to move, and to win the game in ten moves.

No. IV.



Black having the move, took the Knight with his Queen, and lost the game; what ought the White to play in order to win the game?

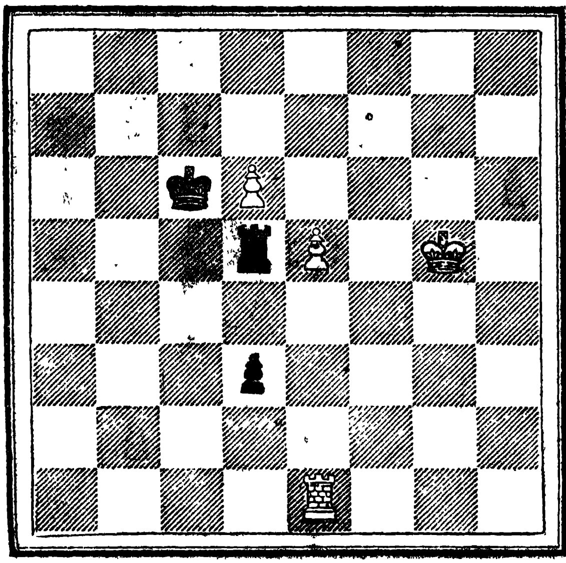
No. V.



Black had the move, and played the King's Knight's Pawn two squares; what should the White play?

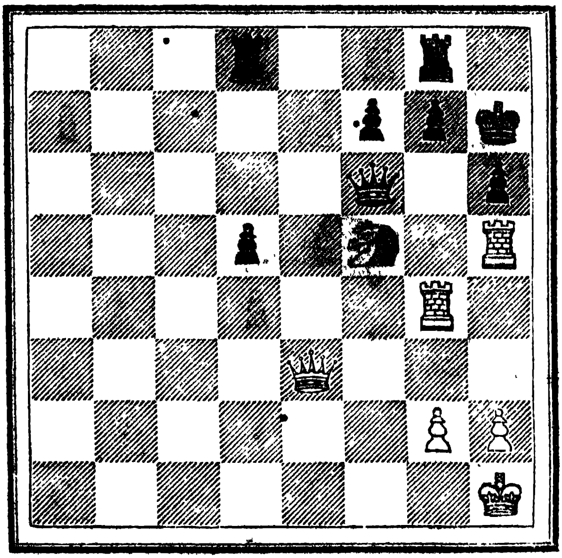
N.B. This position occurred in Italy, where it is not allowed to take Pawns *en passant*.

No. VI.



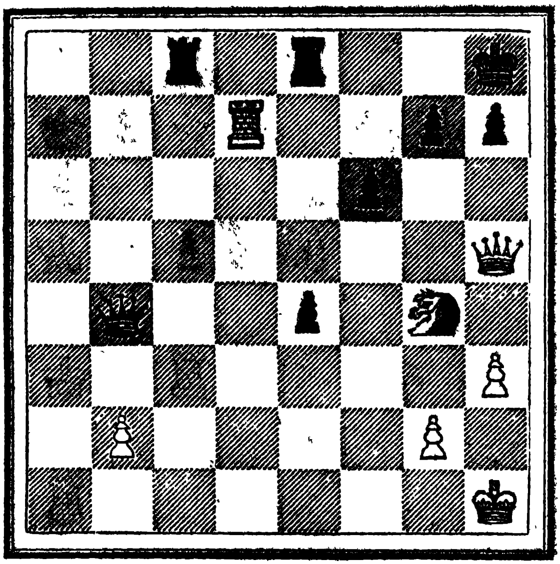
Black had the move, and took the King's Pawn with the Rook, in the expectation of pushing his Pawn to Queen; what ought the White to play?

No. VII.



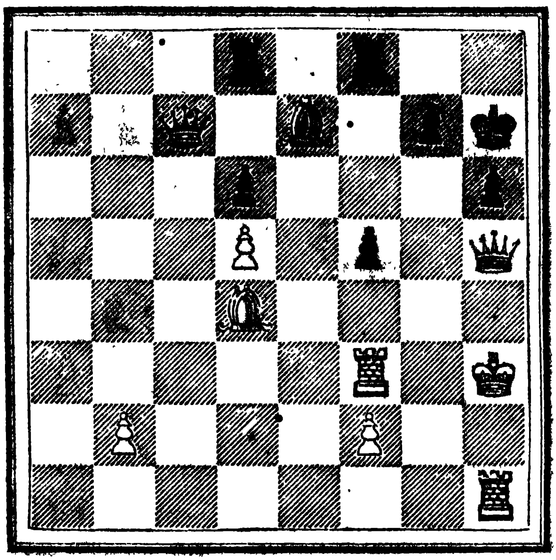
White has the move, and if he play properly, will, at least, gain the adversary's Queen.

No.. VIII.



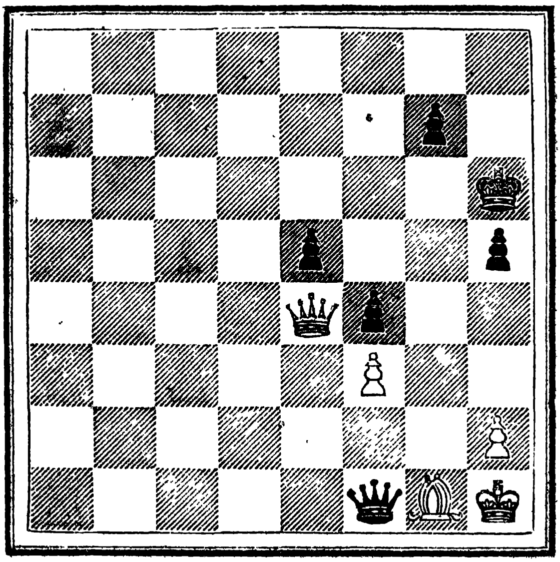
White had the move, and played the Rook to adversary's Queen's Bishop's second square, upon which Black played his Rook from the King's square to the Queen's square; what ought the White to move?

No. IX.



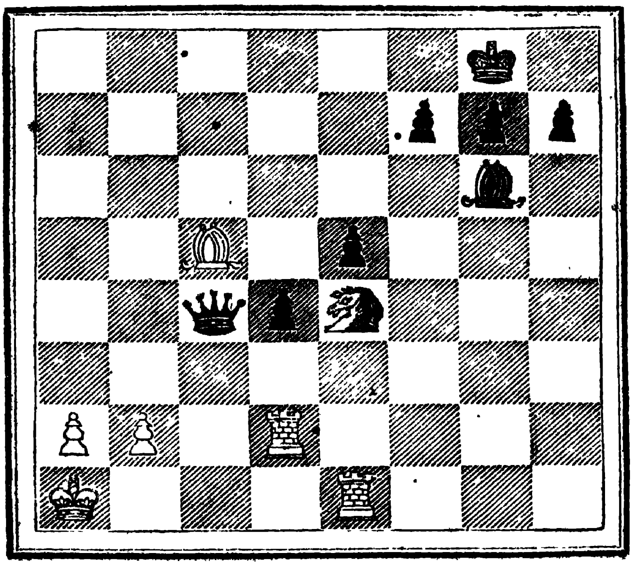
Black had the move, and played the King's Knight's Pawn one square, apparently forcing the adversary's Queen; what ought the White to move?

No. X.



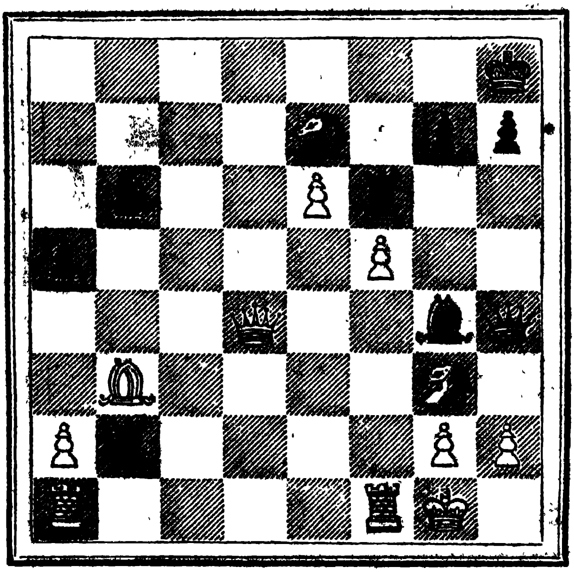
Black had the move, and played the King's Rook's Pawn to adversary's King's Rook fourth square; what ought the White to play to endeavour to save the game?

No. XI.



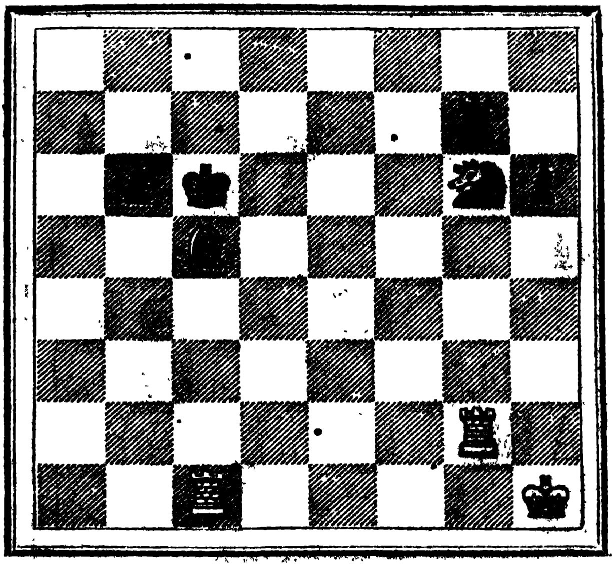
White to move, and to win.

No. XII.



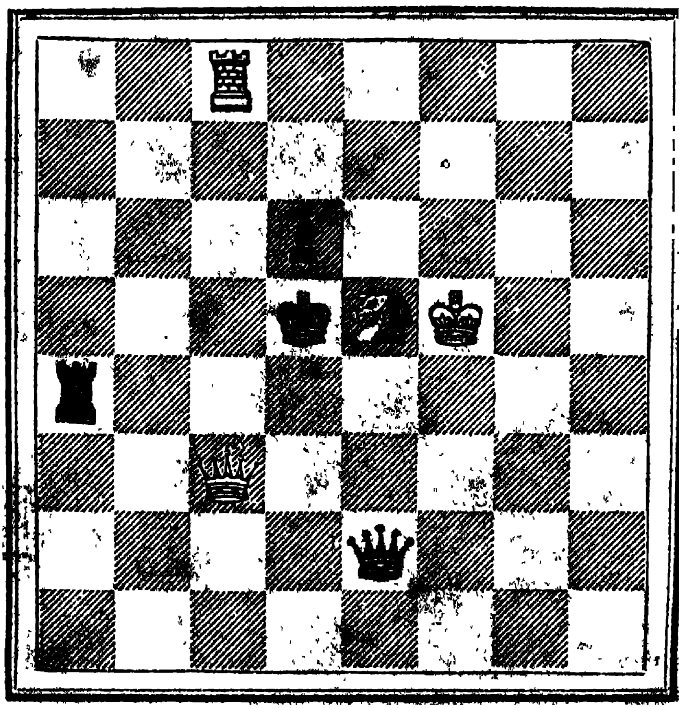
Black had the move, and took the King's Knight's Pawn with the Queen's Rook, giving check; White being compelled to take the Rook to avoid checkmate, Black checked with the Queen's Bishop at adversary's King's Rook third square, and took the Queen the next move; what ought the White to play after losing the Queen?

No. XIII.



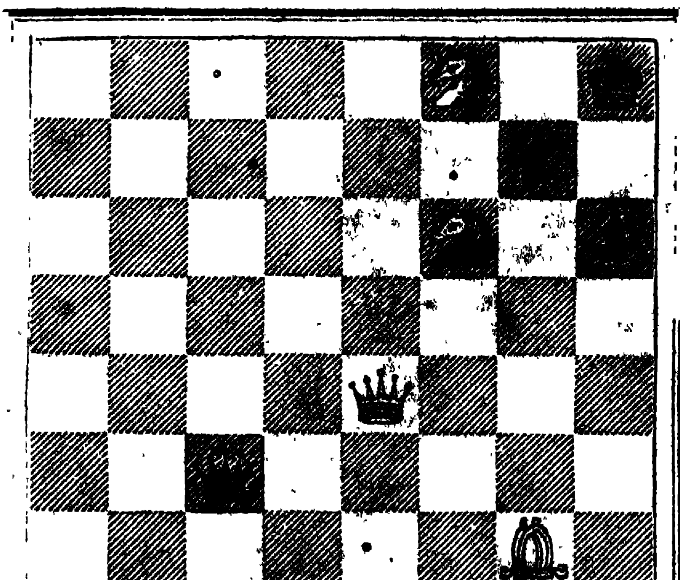
White to move, and draw the game.

No. XIV.



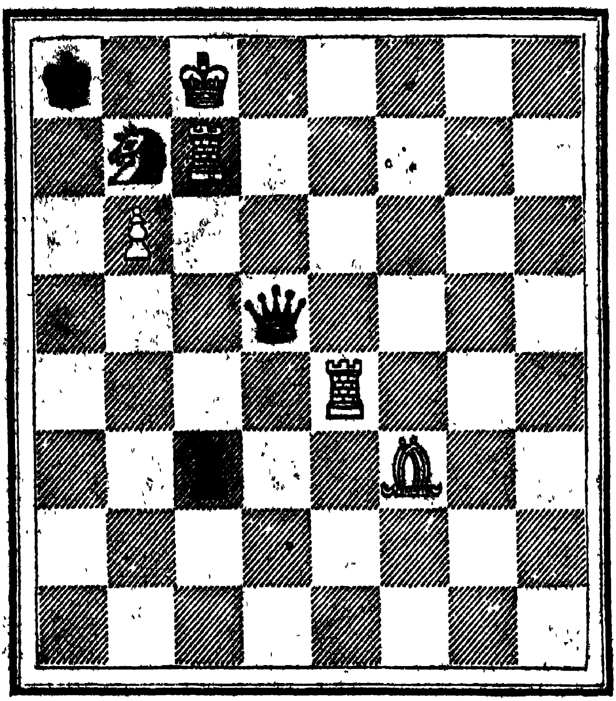
White to checkmate in two moves.

No. XV.



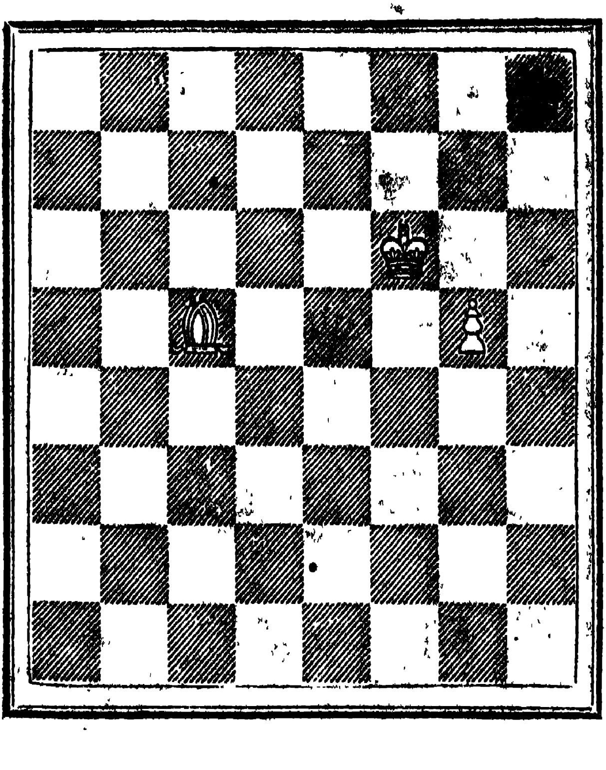
White to checkmate in three moves.

No. XVI.



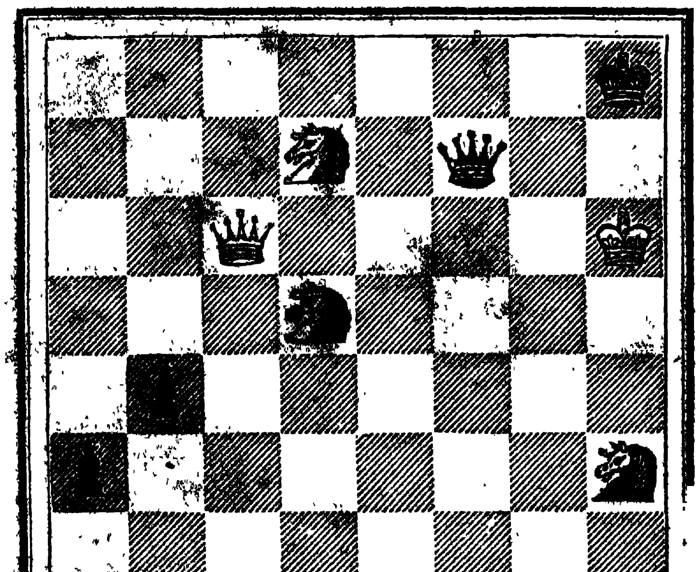
White to checkmate with the Pawn in four moves.

No. XVII.



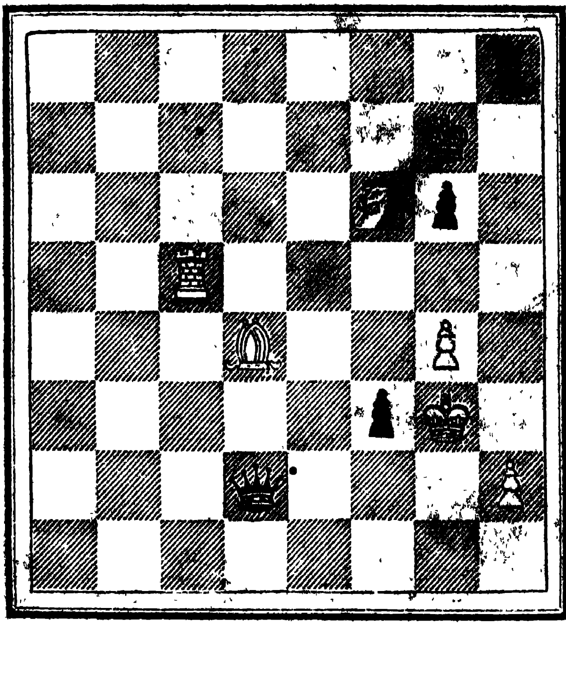
White to checkmate with the Pawn in four moves.

No. XVIII.



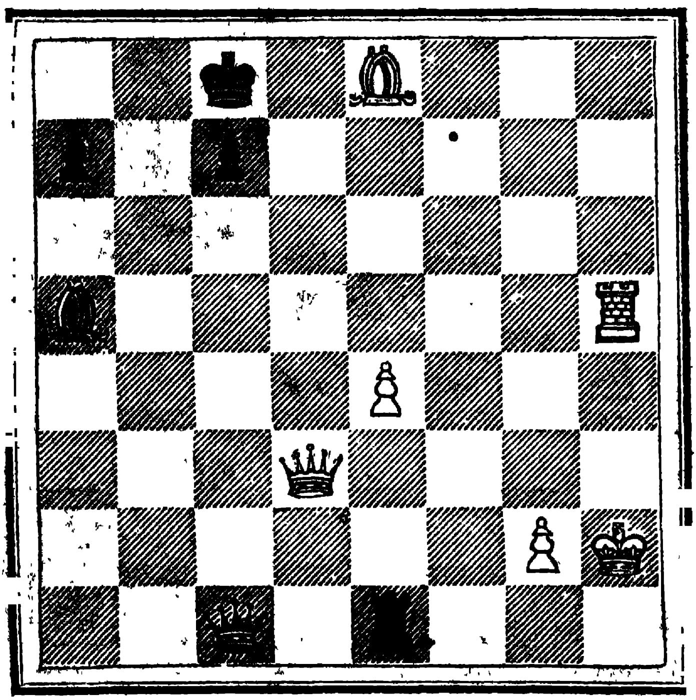
White to checkmate in four moves.

No. XIX.



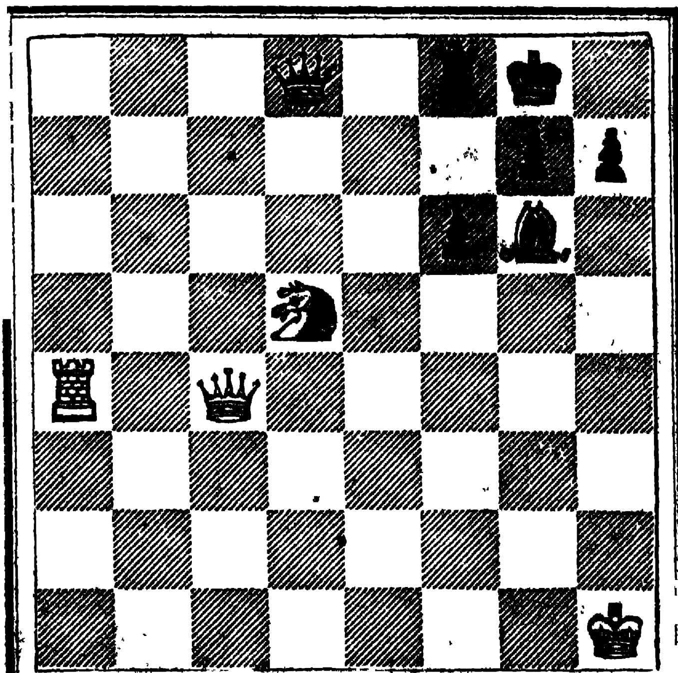
This is a singular situation: if the White play first, he may checkmate his adversary in four moves; but if the Black have the move, the White King may be checkmated in the same number of moves, and on the same square.

No. XX.



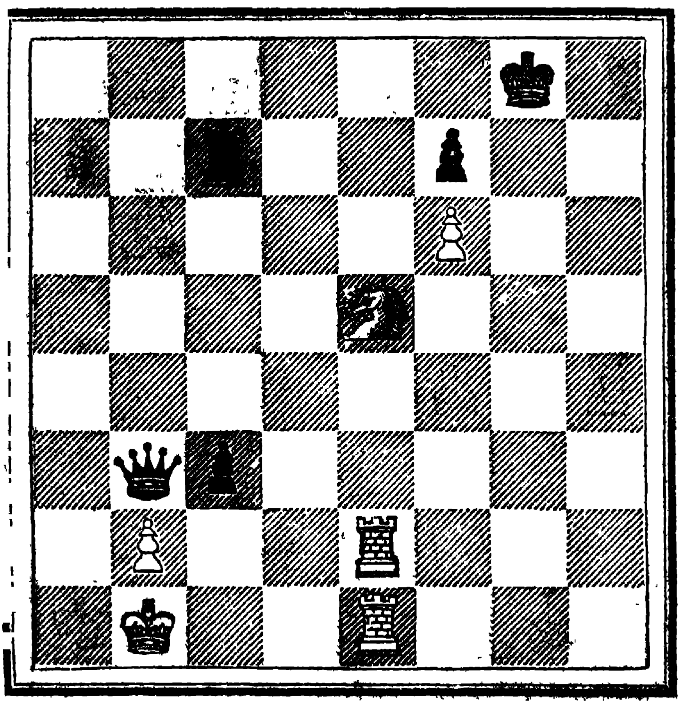
White to checkmate in four moves.

No. XXI.



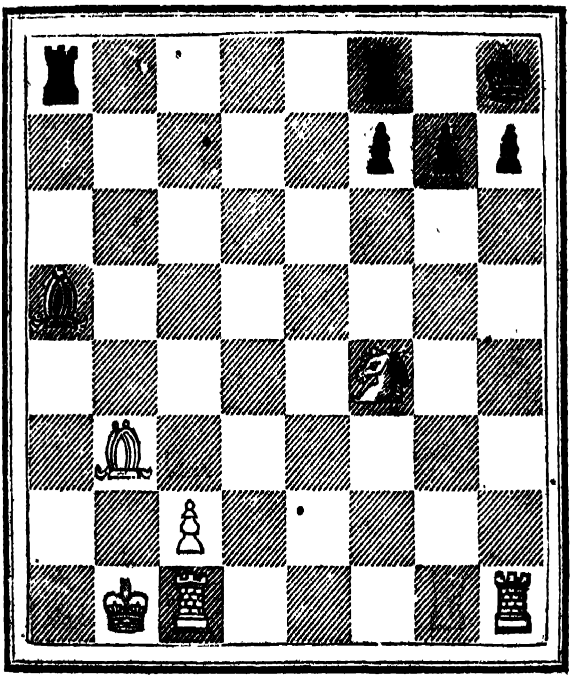
White to checkmate in four moves.

No. XXII



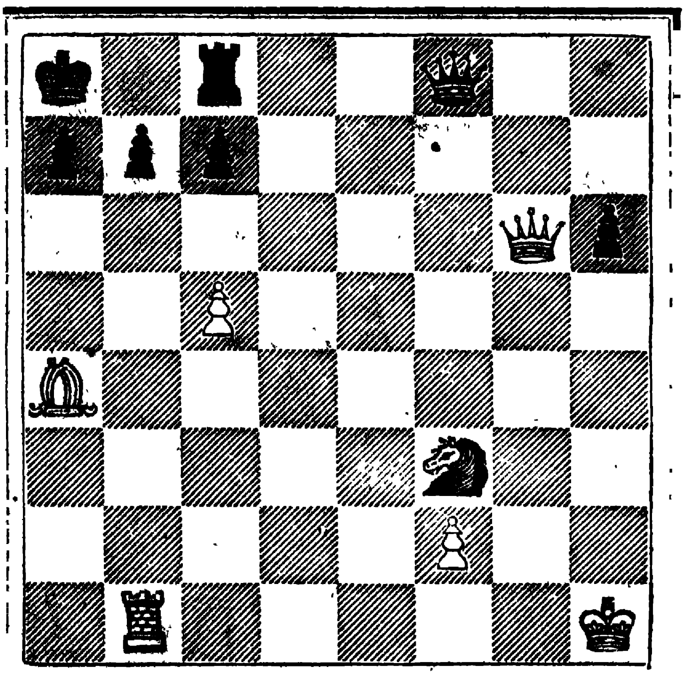
White to checkmate in four moves.

No. XXIII.



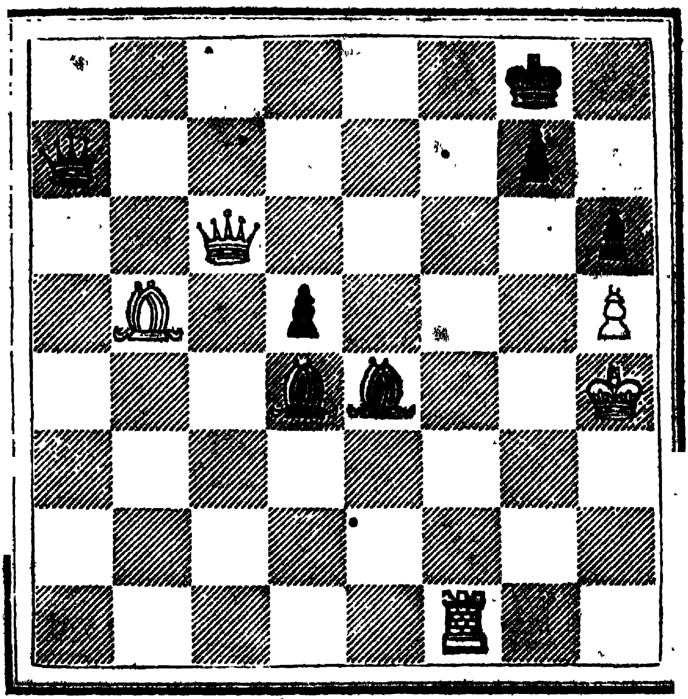
Black plays his King's Bishop to adversary's Queen's Bishop's third square; what should the White play?

No. XXIV.



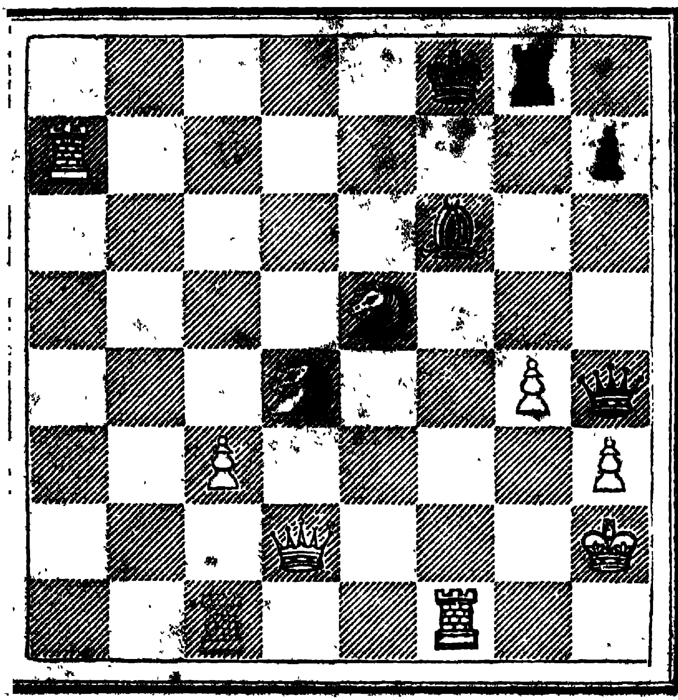
White to checkmate in four moves.

No. XXV.



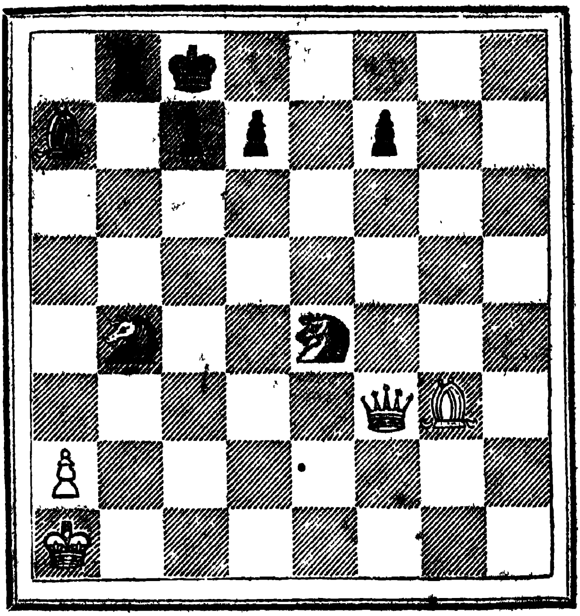
White to checkmate in four moves.

No. XXVI.



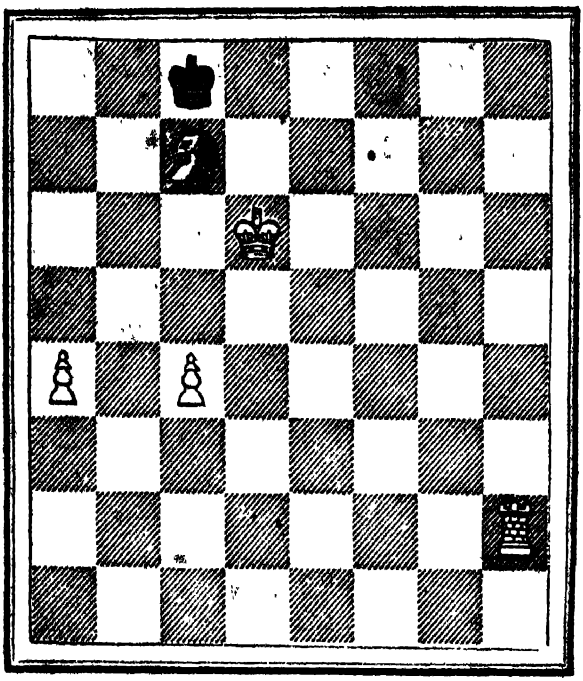
White to checkmate in four moves.

No. XXVII.



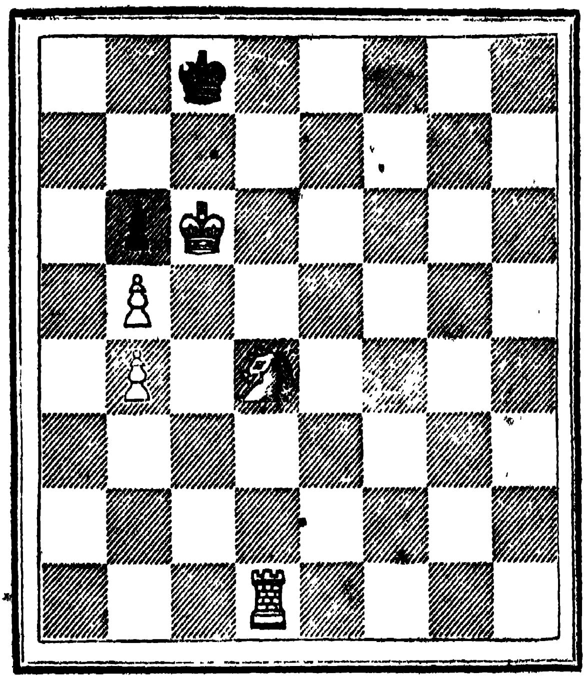
White moved his Queen to the Queen's Bishop's third square; the Black then played the King's Bishop to adversary's Queen's fourth square; what should the White play?

No. XXVIII.



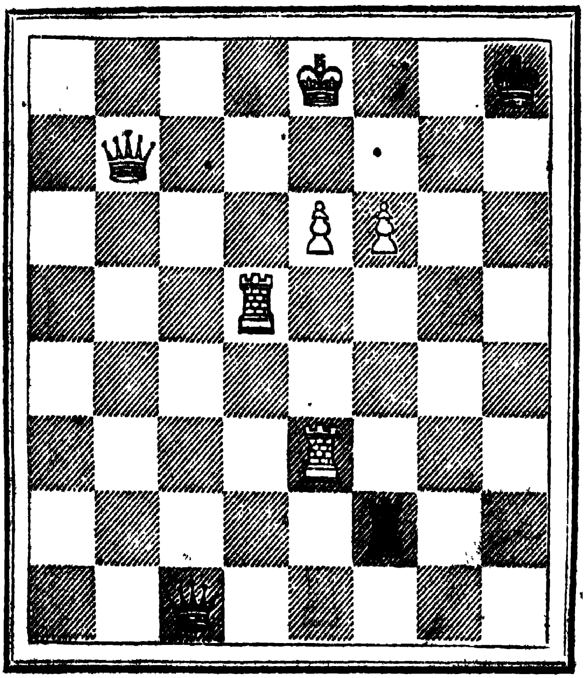
White to checkmate, in five moves, with his Queen's Rook's Pawn.

No. XXIX.



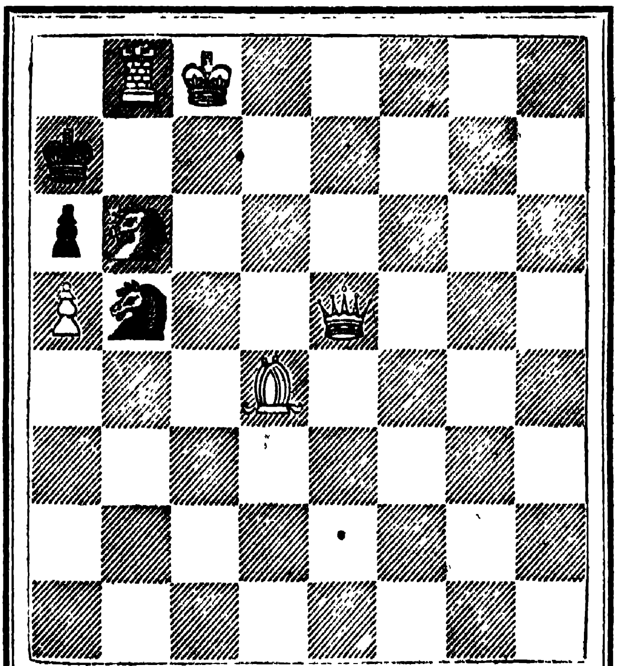
White to checkmate, in five moves, with the Pawn which is at his Queen's Knight's fourth square.

No. XXX.



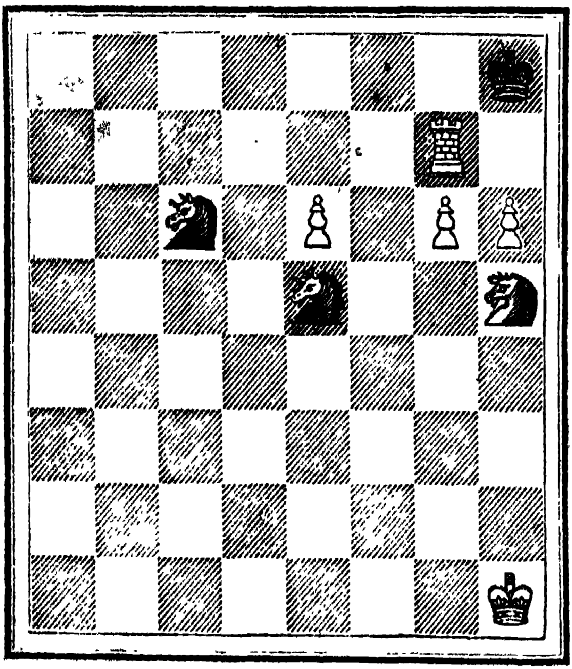
White to checkmate in five moves, with the King's Pawn, without moving his King.

No. XXXI.



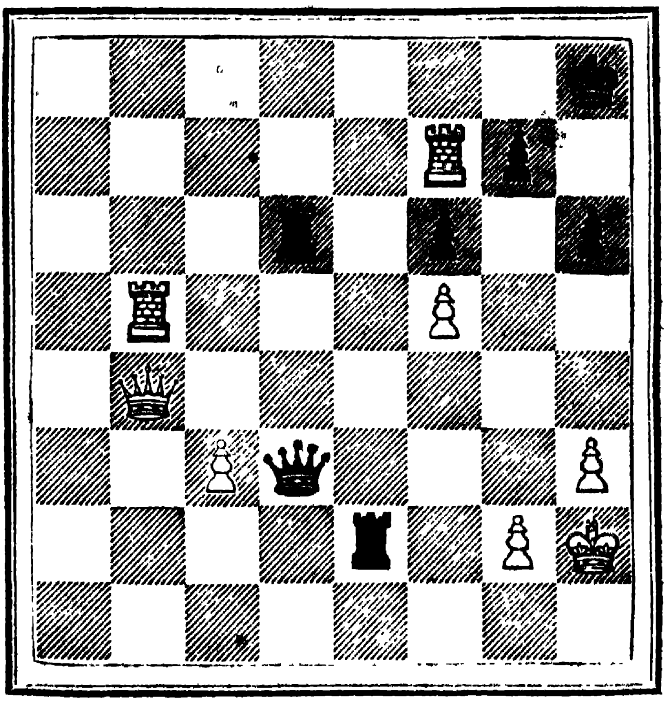
White to checkmate with the Pawn in five moves.

No. XXXII.



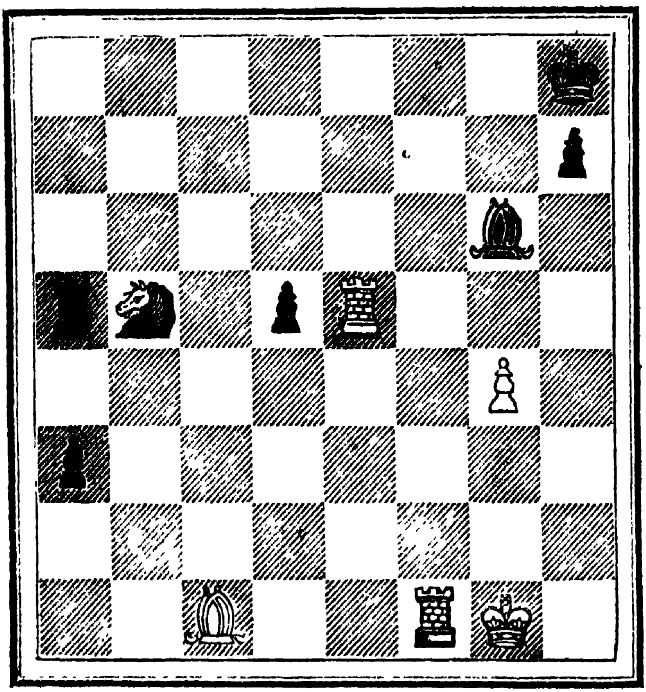
White to checkmate, in five moves, with the King's Knight's Pawn.

No. XXXIII.



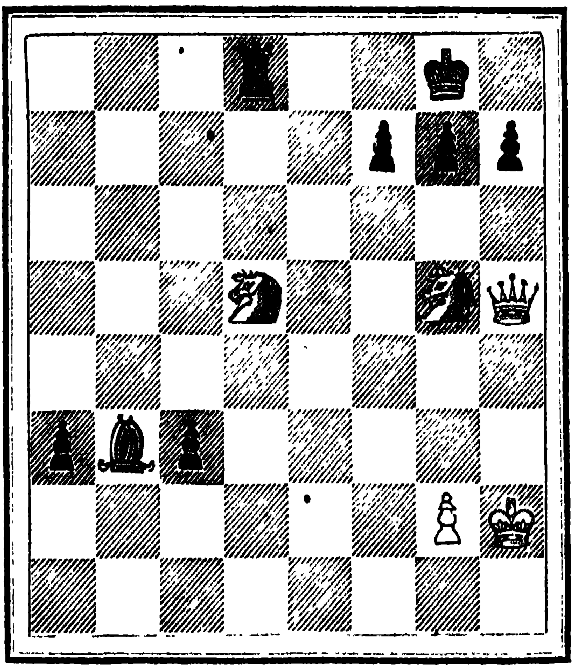
White to win in five moves.

No. XXXIV.



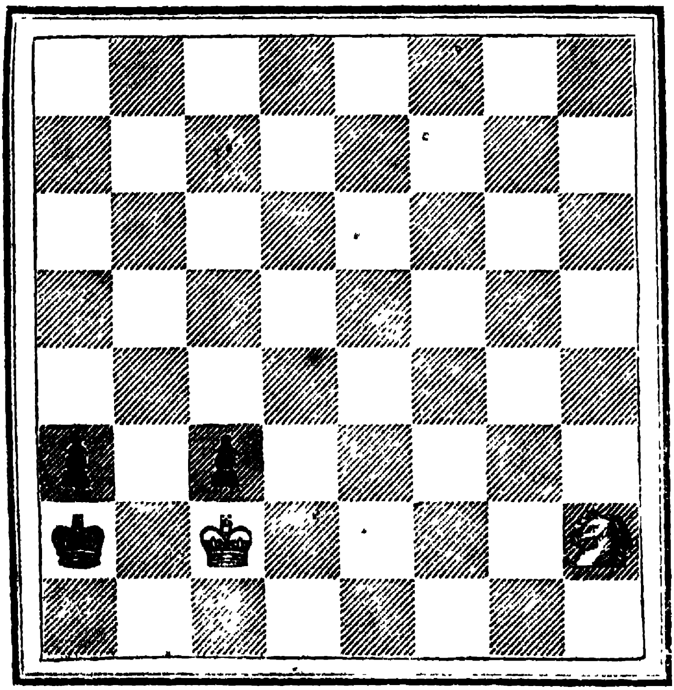
White to checkmate in five moves.

No. XXXV.



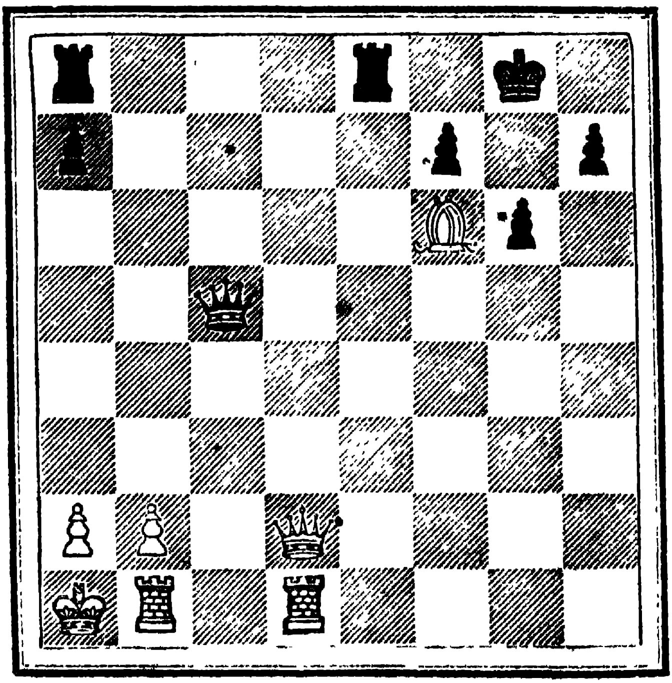
Black moved his King's Rook's Pawn one square; what ought the White to play?

No. XXXVI.



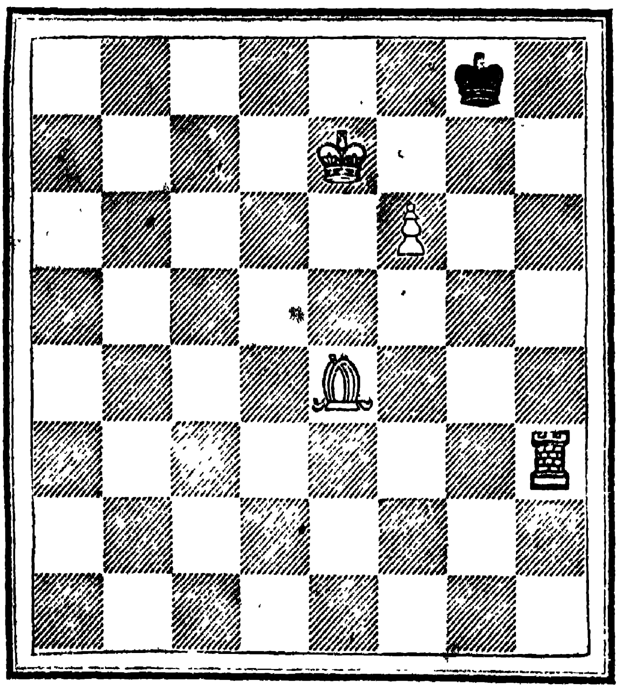
White to win in five moves.

No. XXXVII.



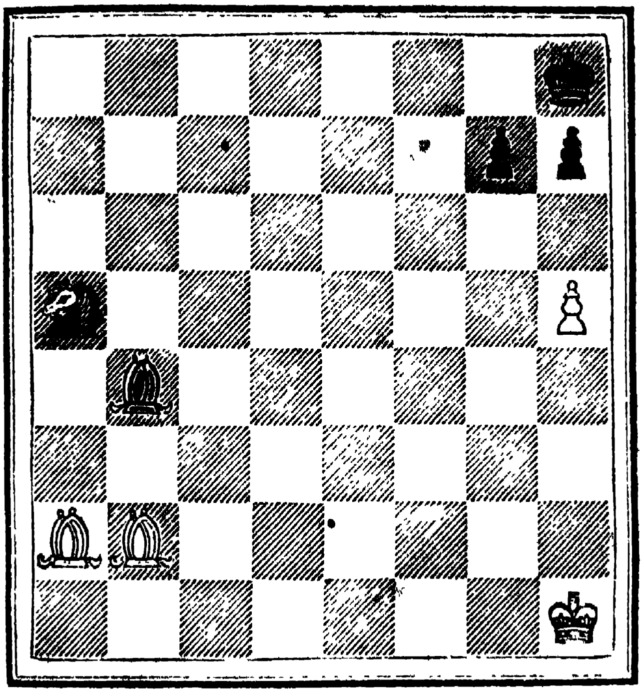
White to checkmate in five moves.

No. XXXVIII.



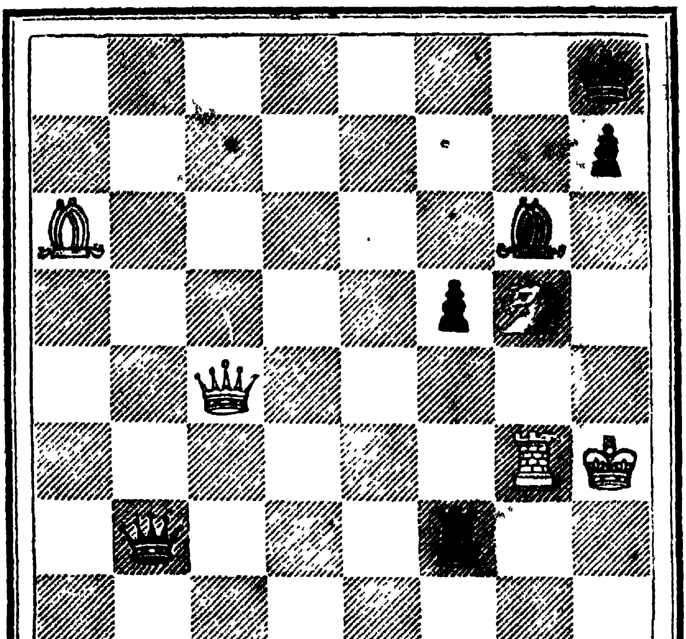
White to checkmate with the Pawn in five moves.

XXXIX.



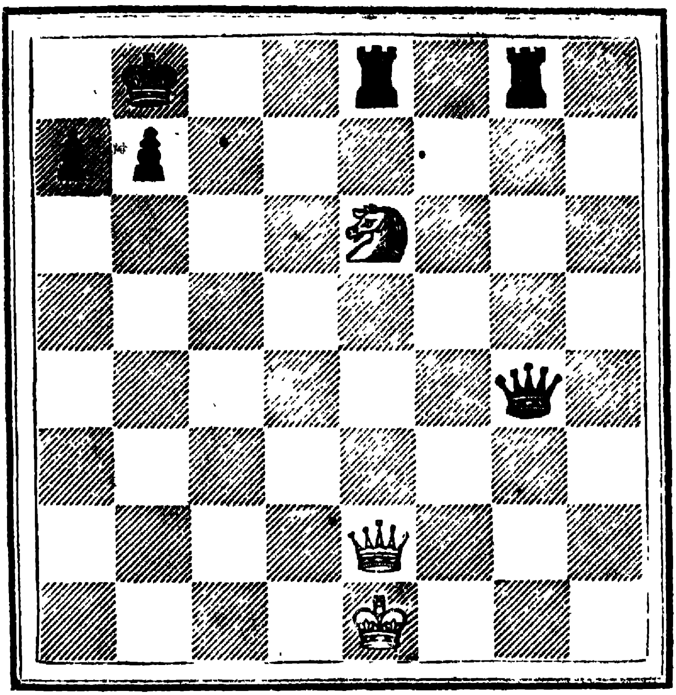
White to win in six moves.

No. XL.



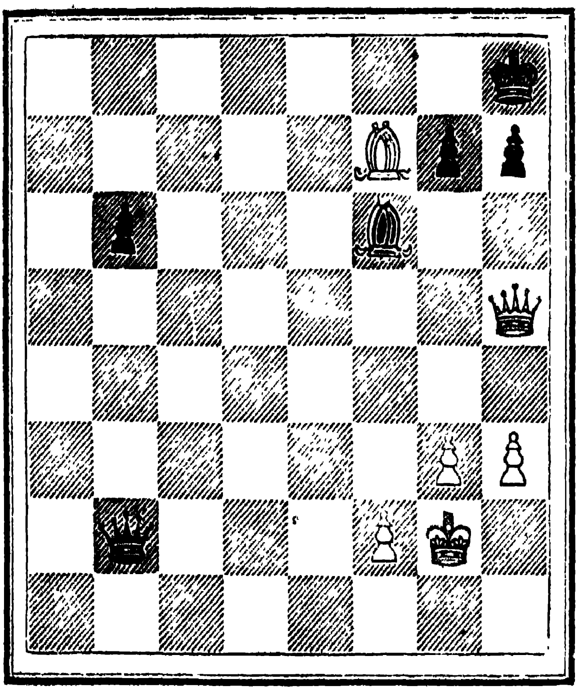
White to checkmate in seven moves.

No. XLI.



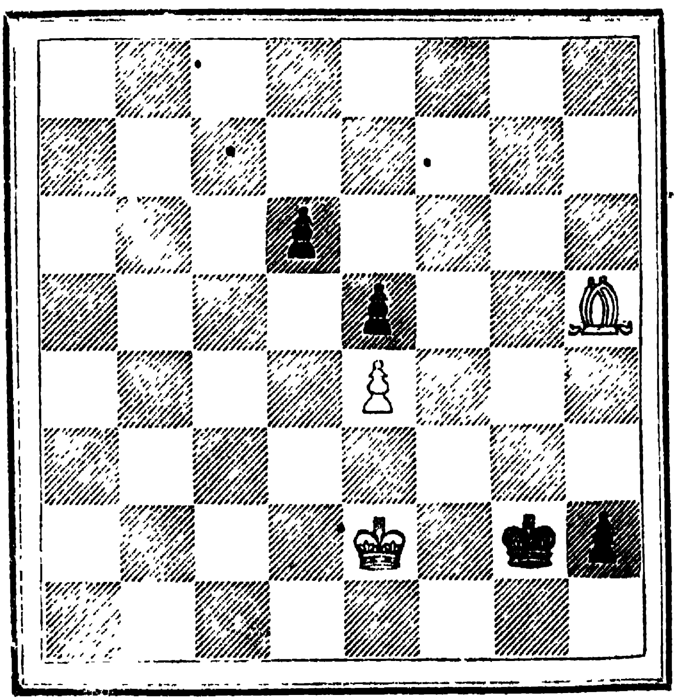
White to win in seven moves.

No. XLII.



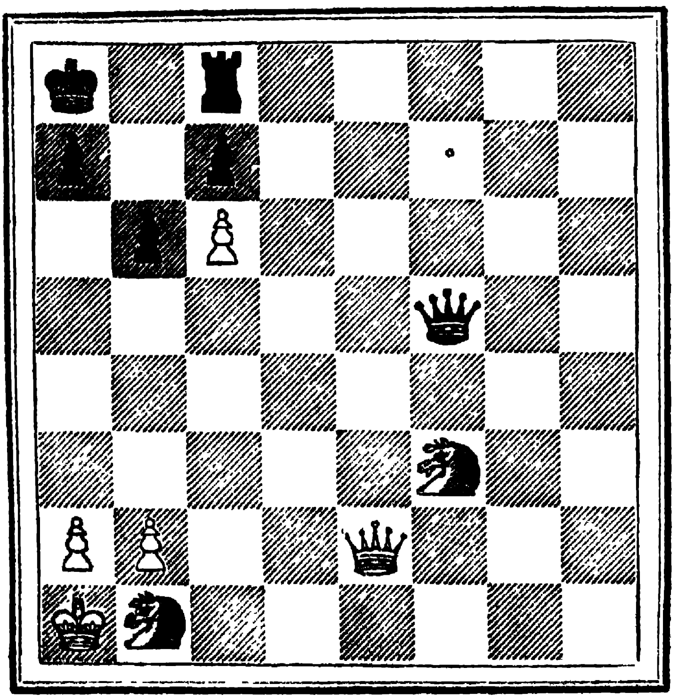
White to win the Queen, or checkmate in seven moves.

No. XLIII.



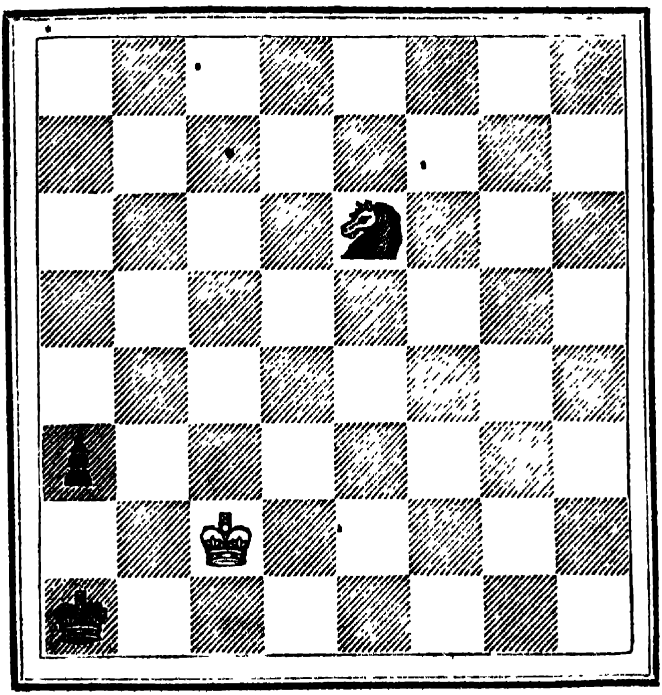
White to win in fourteen moves.

No. XLIV.



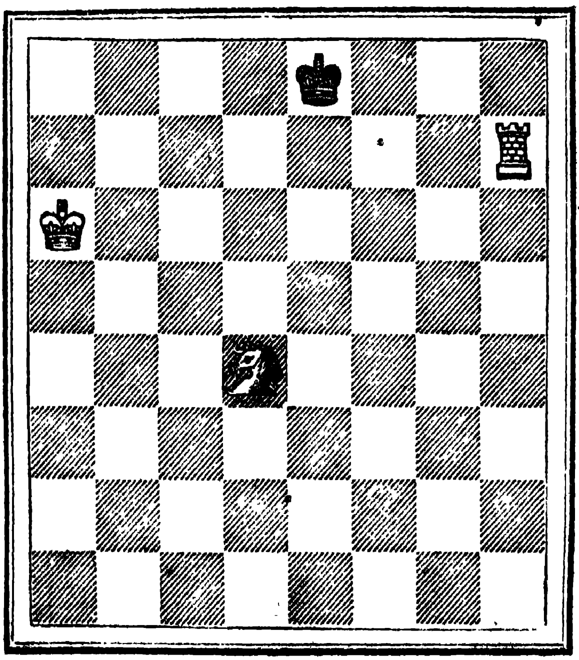
White to win in nine moves.

No. XLV.



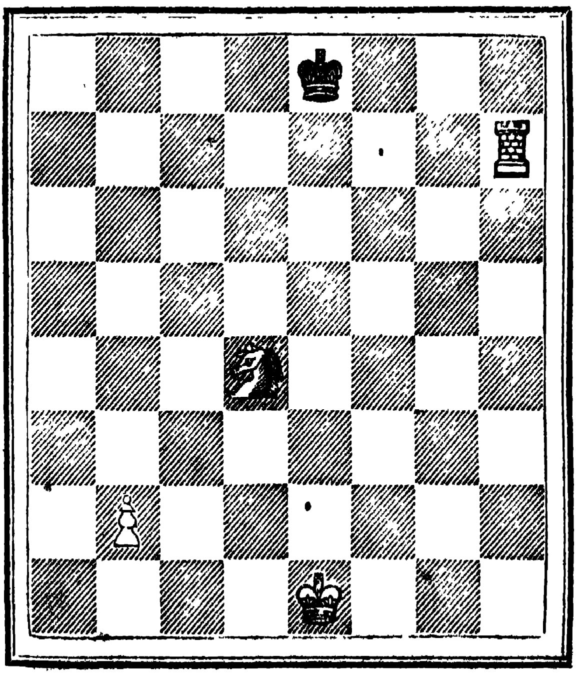
White having the move, may draw the game.

No. XLVI.



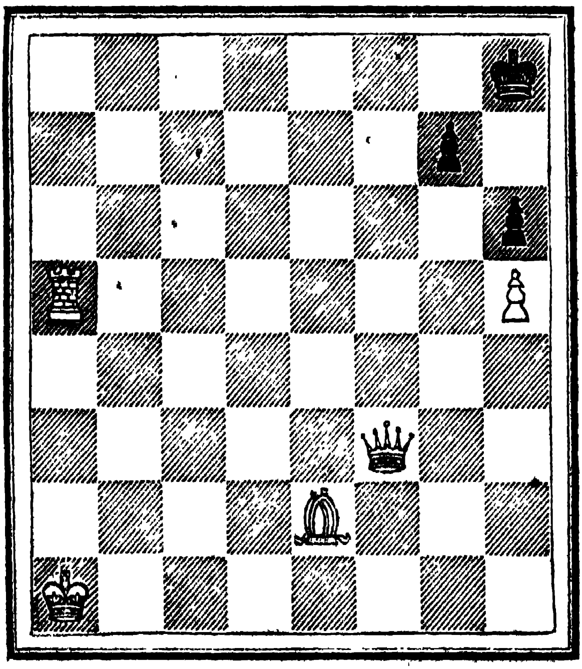
White to checkmate in ten moves, without moving his King, and without playing his Rook oftener than once.

No. XLVII.



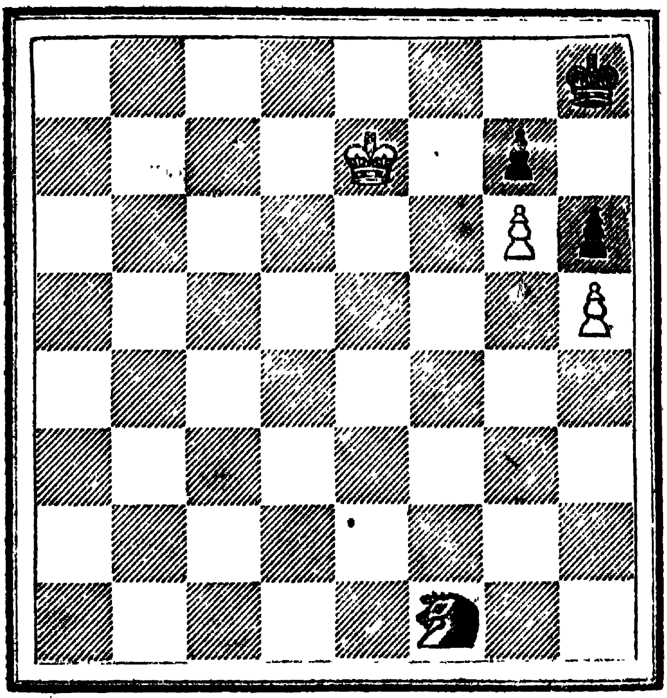
White to checkmate in nineteen moves with the Pawn, without moving either his Rook or his King.

No. XLVIII.



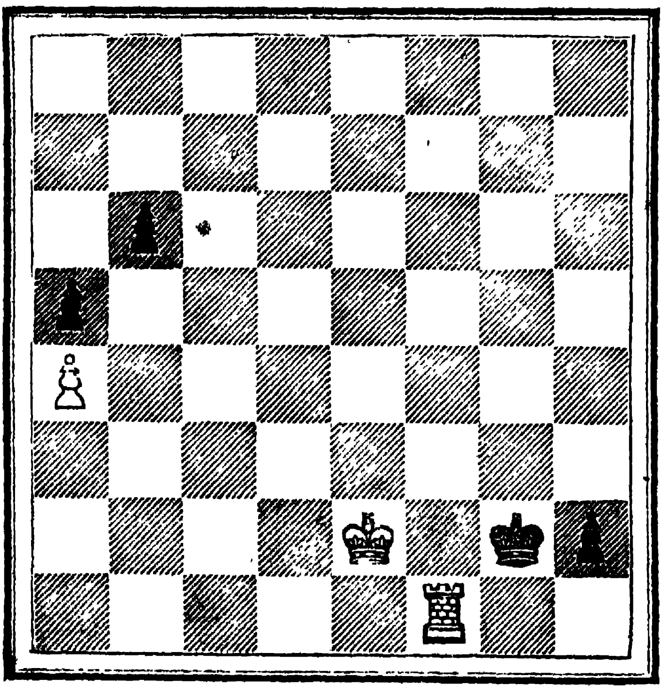
White to checkmate in nine moves with his Pawn, without taking either of the adversary's Pawns.

No. XLIX.



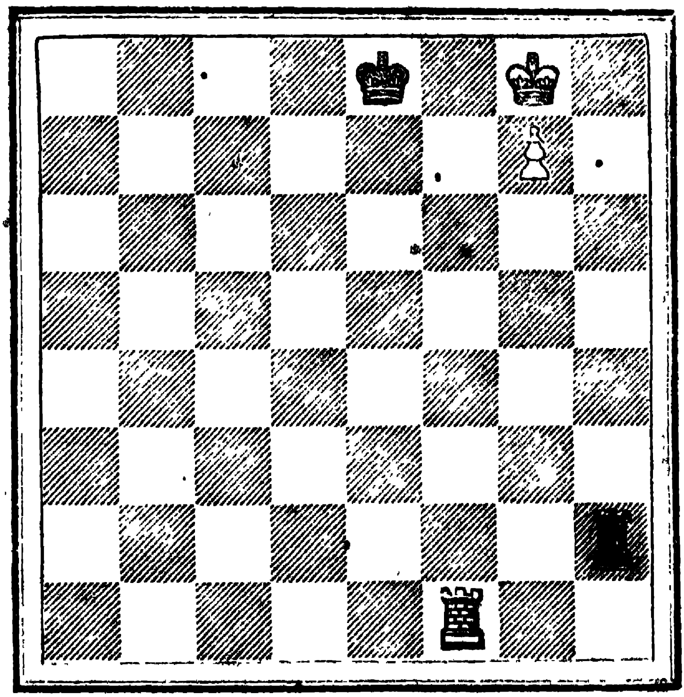
White to win in six moves.

No. L.



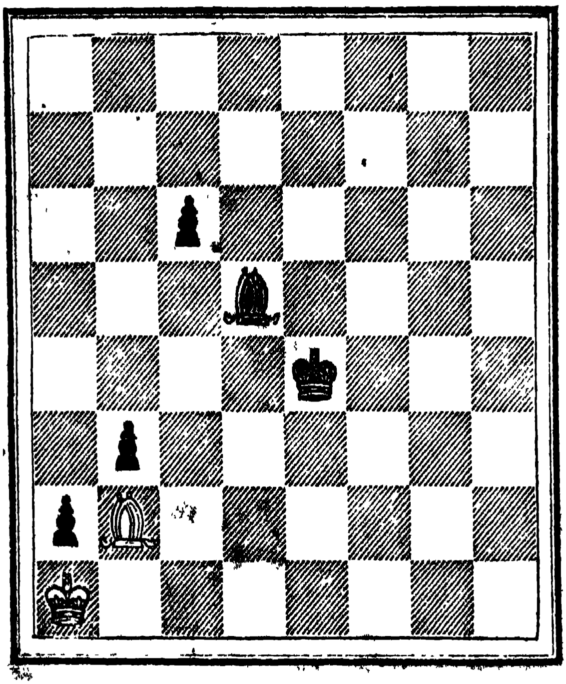
White to win in seven moves.

No. LI.



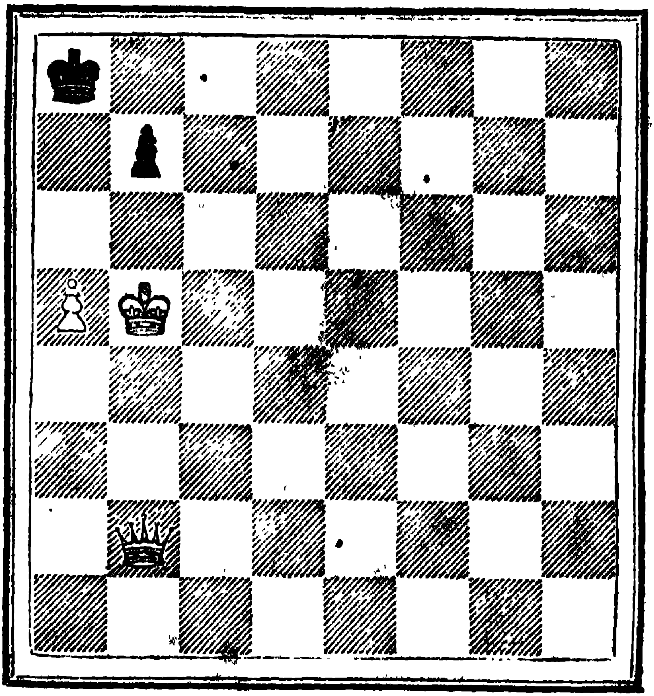
White to move and to win.

No. LII.



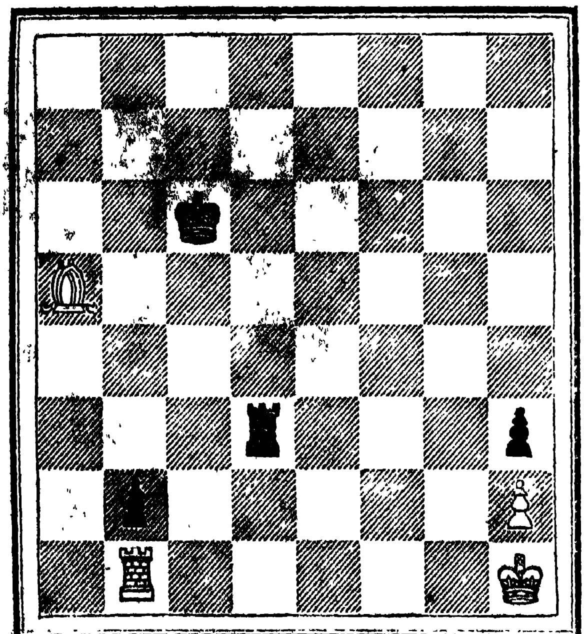
White may draw the game whether he have the move or not.

No. LIII.



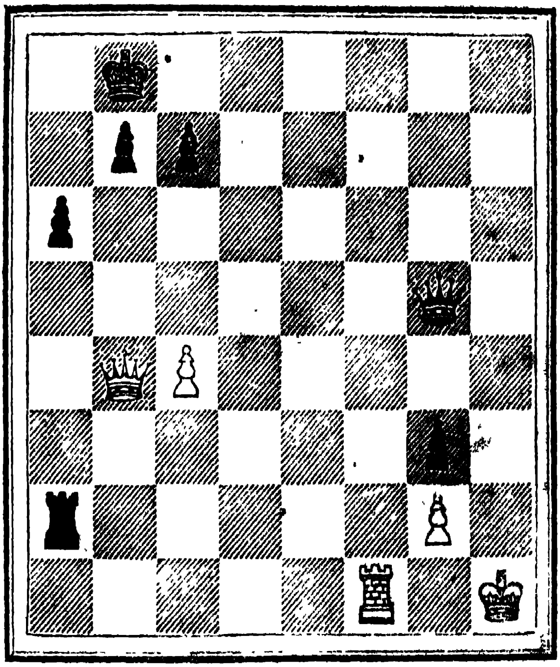
White to win with the Pawn in three moves.

No. LIV.



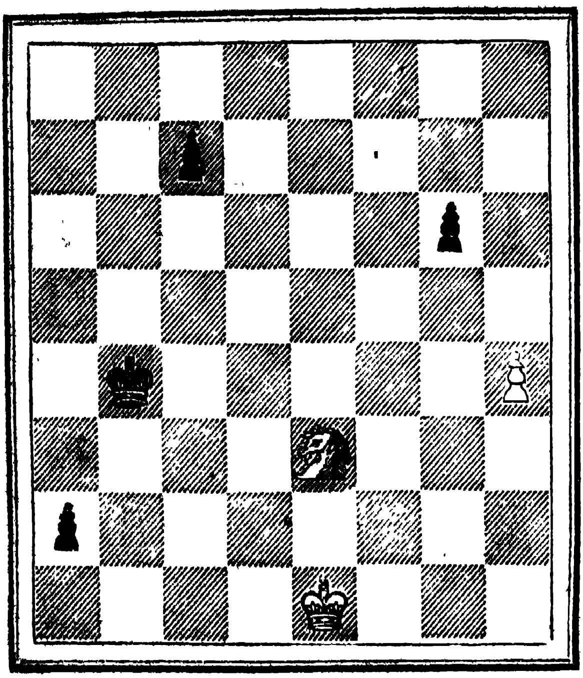
Black, having the move, played his Rook to adv. Queen's Rook's third square; notwithstanding which the White may draw the game.

LV.



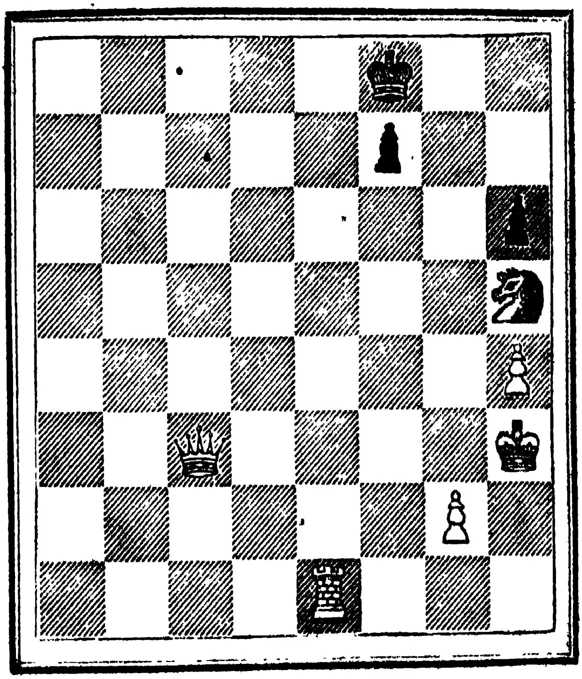
Though the White appears to have lost the game irretrievably, he may, by a skilful manœuvre, draw it.

No. LVI.



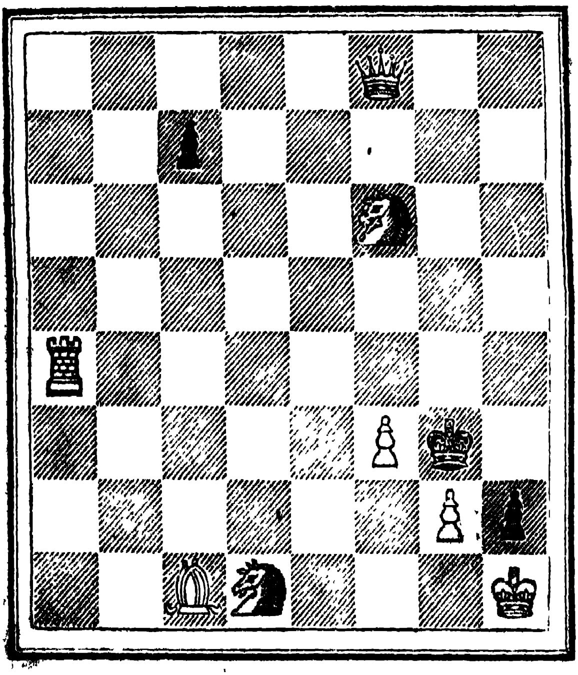
In this apparently hopeless situation, White having the move may draw the game.

No. LVII.



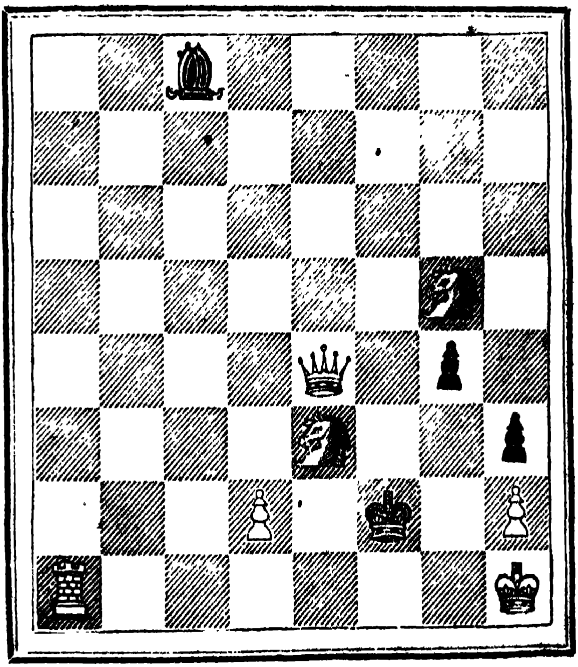
White may compel the Black to win the game in twelve moves.

No. LVIII.



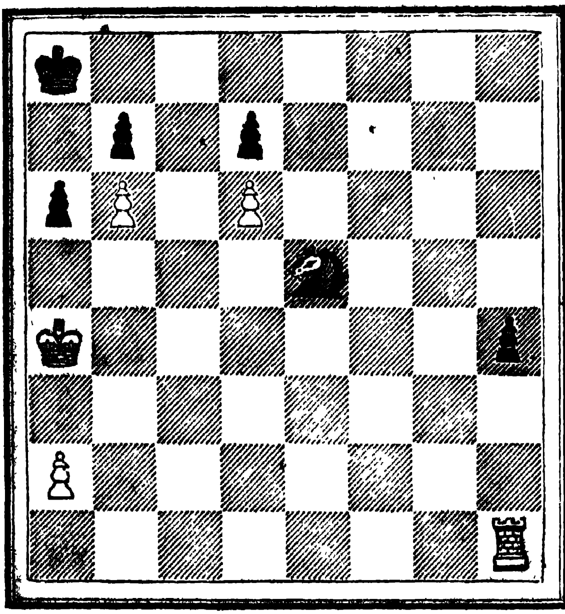
White to compel the Black to give him checkmate with his Queen's Bishop's Pawn in five moves.

No. LIX.



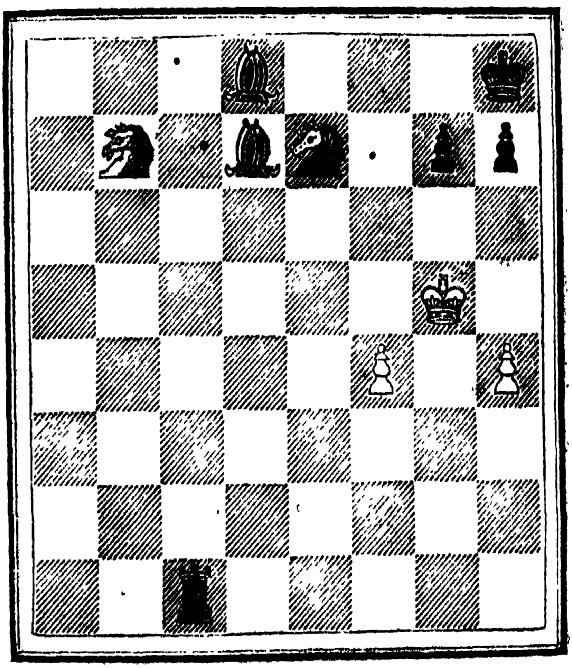
White to compel the Black to checkmate, in three moves, with Queen's Bishop.

No. LX.



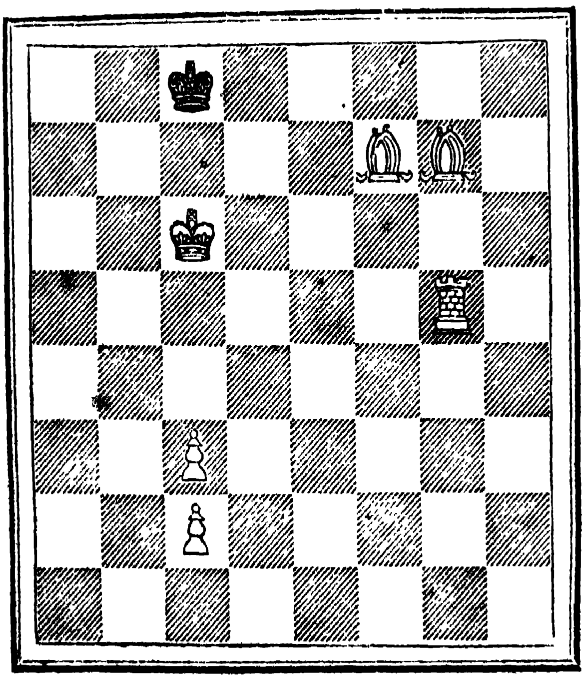
White had the move, and played his Rook to his King's square. Black, to save the Knight and avoid checkmate, played the Knight to Queen's Bishop's third square. White then checked at adversary's King's square, and agreed to compel the Black to win.

LXI.



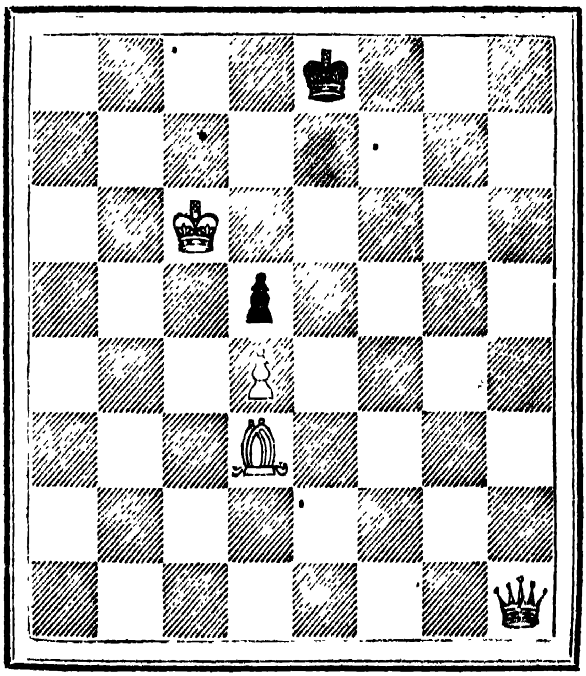
Black must compel the White to checkmate him with his Knight in five moves.

No. LXII.



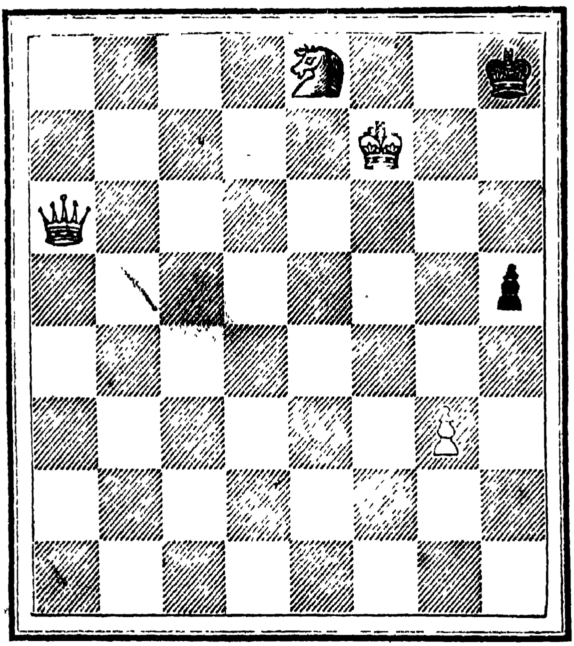
White to win, in nine moves, with the Pawn that is at the Queen's Bishop's second square.

No. LXIII.



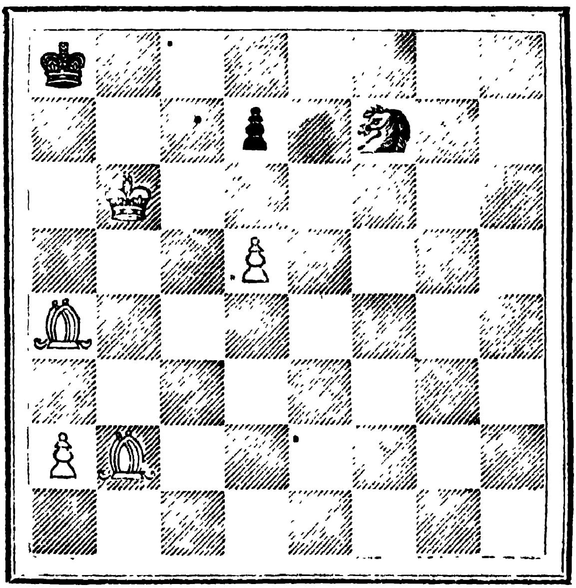
White to win with his Pawn, in eight moves, without taking his adversary's Pawn.

No. LXIV.



White to checkmate with his Pawn in eight moves, and he must neither take the Black Pawn nor allow his adversary to move it.

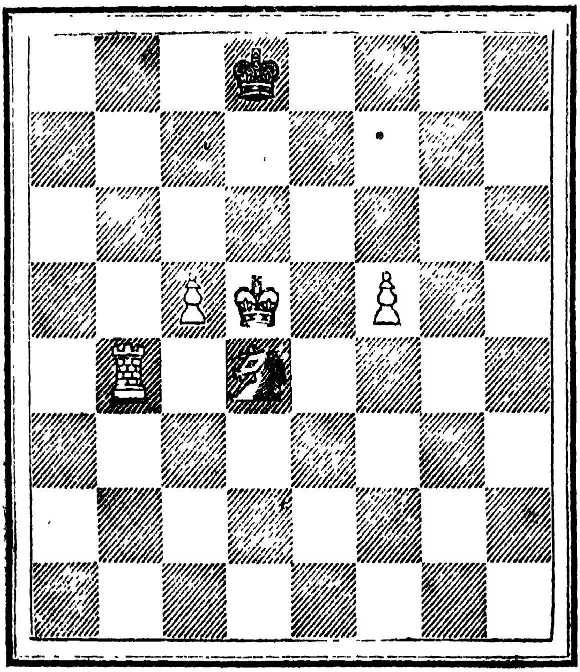
No. LXV



White engages to check with one of his Pawns on the eighth move, and immediately after to checkmate with the other Pawn.*

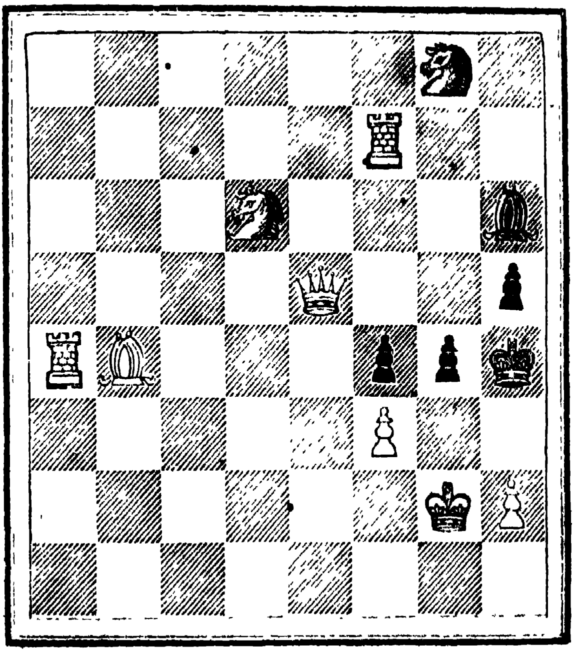
* The checkmate may also be given in eight moves, checking first with one Pawn on the seventh move, and then checkmating with the other Pawn. If the Queen's Pawn is to checkmate, it can not be done in less than nine moves.—Ed.

No. LXVI.



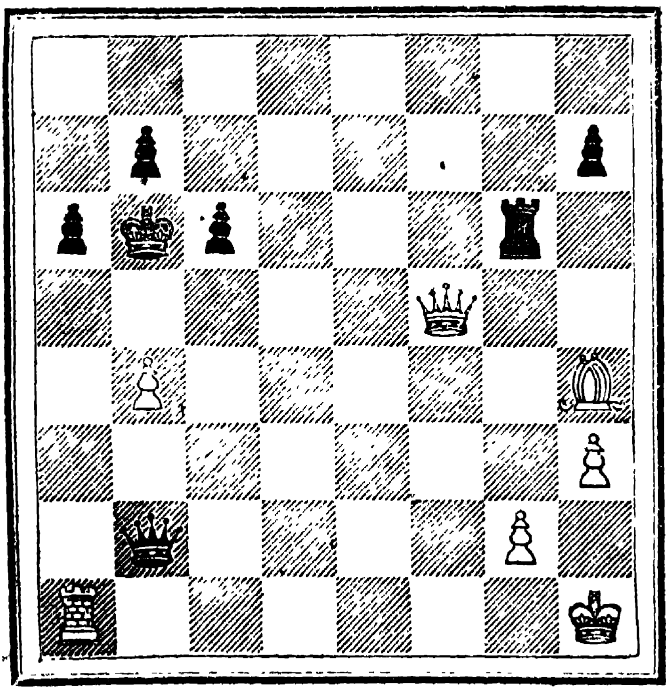
White to check on the fifth move with one Pawn, and checkmate on the sixth move with the other.

No. LXVII.



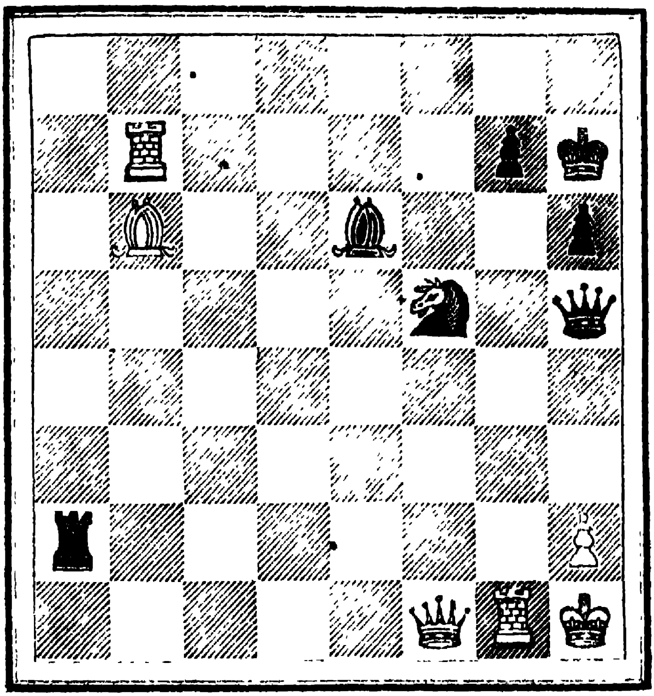
White to checkmate, in six moves, with the King's Rook's Pawn, under the stipulation that the same Pawn shall also give check the fourth and fifth moves.

No. LXVIII.



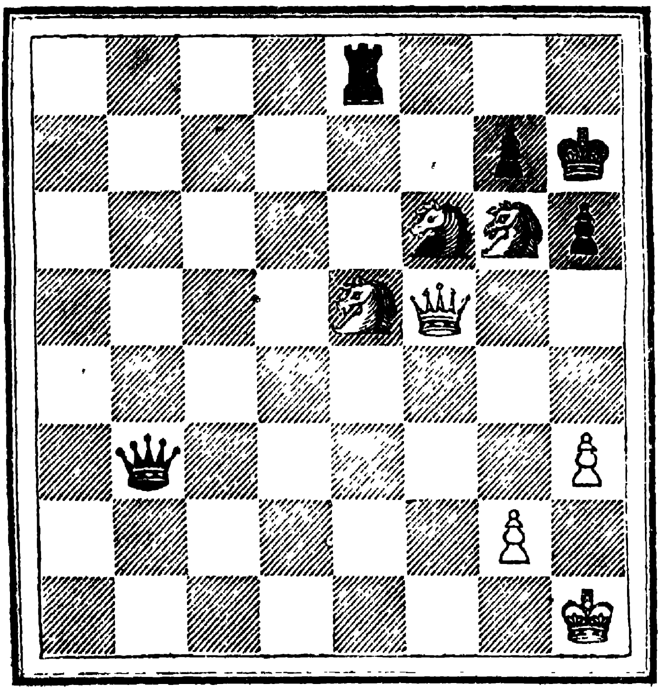
White checkmate in seven moves.

No. LXIX.



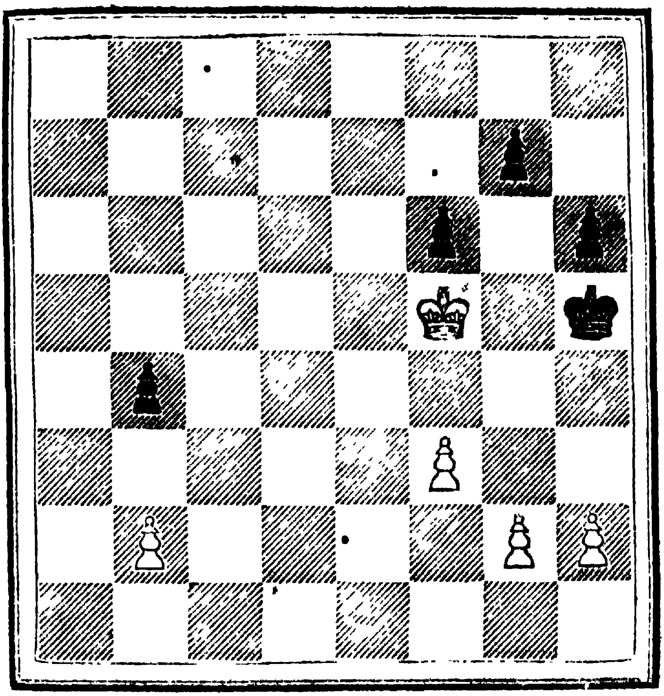
White to checkmate in seven moves.

No. LXX.



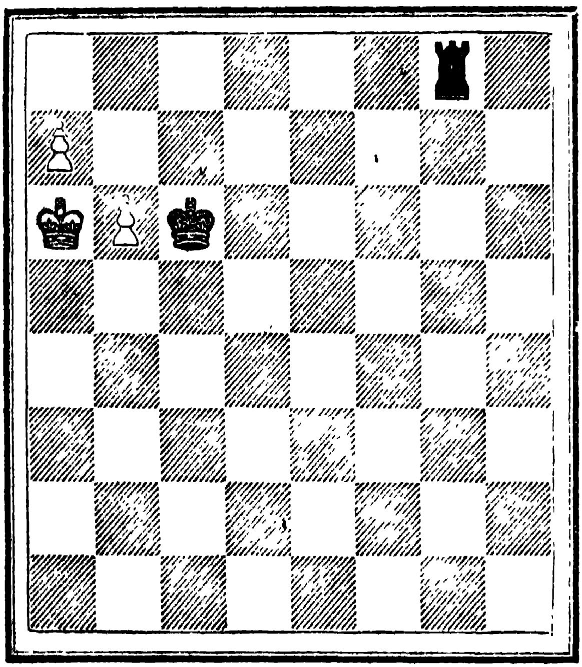
White to win in five moves.

LXXI.



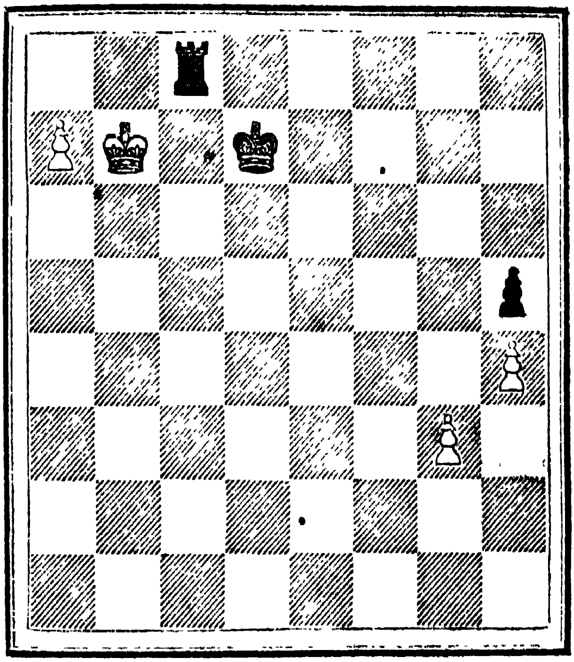
White to checkmate in five moves.

No. LXXII.



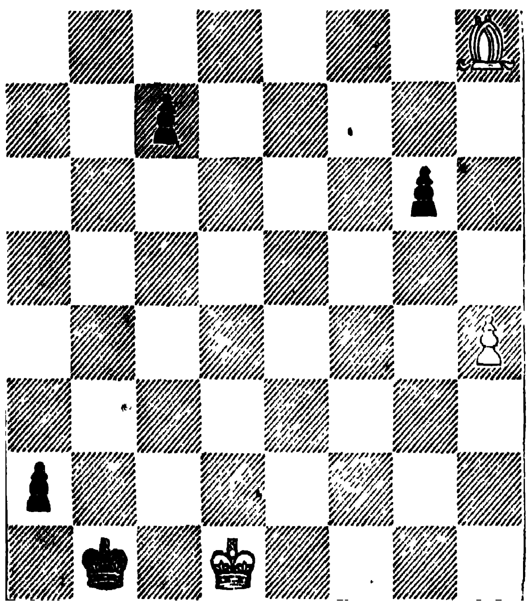
Although the situation of the White appears irretrievable, he may, by a scientific move, draw the game.

LXXIII.



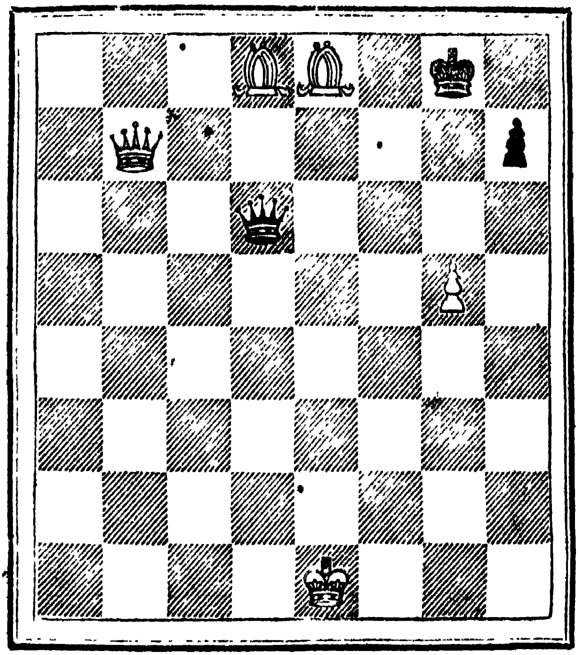
White, having the move, may draw the game. If the Black had the move he would win.

No. LXXIV.



White has the move, but Black may nevertheless draw the game.

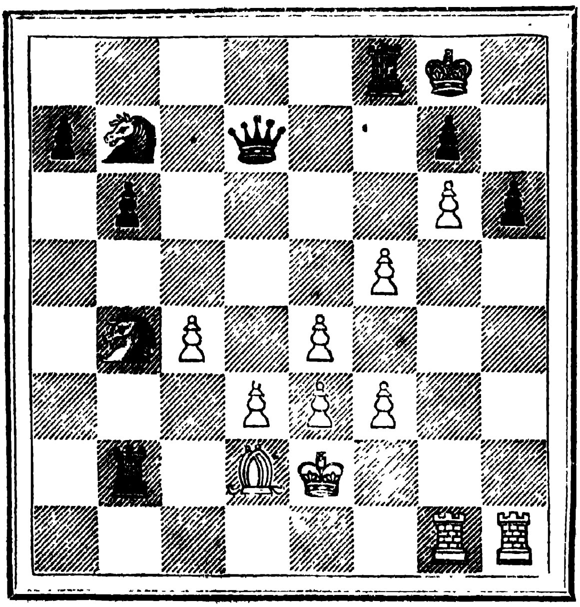
No. LXXV.



White to checkmate with his Pawn in seven moves; it being agreed that he shall neither take the Black Pawn, nor suffer it to be moved.

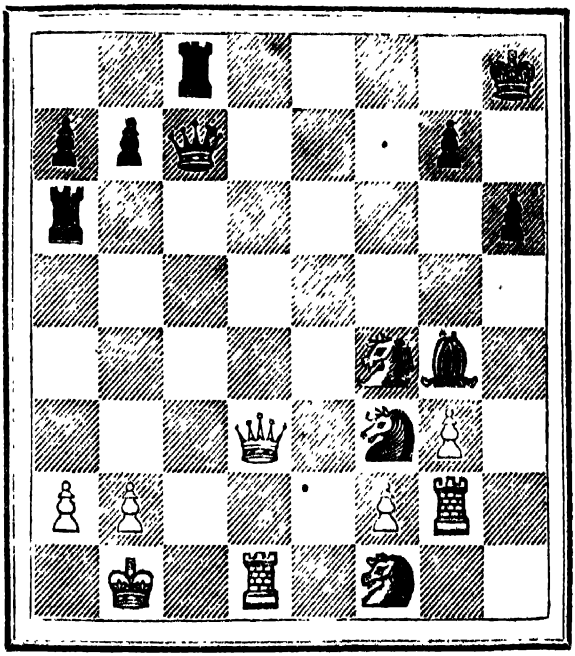
No. I.

The Three following Situations occurred lately while playing against a gentleman who bids fair to be a first-rate player.



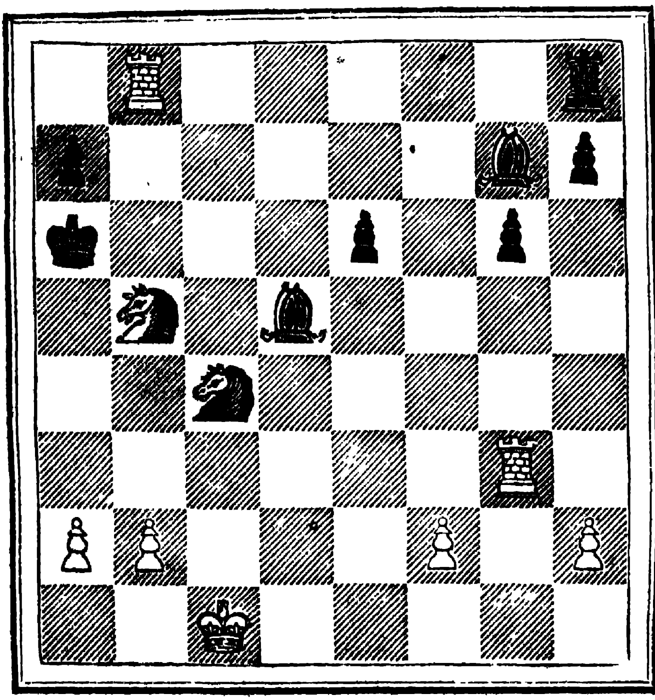
In this situation Black moved his Queen to adversary's Queen's Rook's fourth square; White then played the Queen's Knight to adversary's Queen's fourth square; upon which, Black moved the Queen to adversary's Queen's Bishop's second square, and White gave checkmate in five moves.

No. II.



White, having the move, played the Queen's Knight to the King's Rook's second square; what ought the Black to play?

No. III.



White to checkmate in five moves.

PART II.

TEACHING THE PLAYER, WHO HAS *NOT* THE MOVE, TO OPEN HIS GAME, AND TO FRUSTRATE HIS ADVERSARY'S ATTACK.

FIRST GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth square.	2. The same.
3. Q. B. P. one square.	3. Q. to K. second sq.*
4. Q. P. one square.	4. The same.
5. K. Kt. to K. B. third square.	5. K. B. to Q. Kt. third square.
6. K. castles.	6. K. Kt. to K. B. third square.
7. Q. B. to adv. K. Kt. fourth square.	7. The same.
8. Q. Kt. to Q. second sq.	8. The same.
9. Q. to Q. B. second sq.	9. K. castles with K. R.

Both games are very well opened: and the Black's situation is to the full as secure as the White's. The player of the Black would have been wrong in castling to his *Queen's* side; as the White, by pushing his

* This move totally frustrates your plan of pushing your Queen's Pawn two squares: for if you were to play it, you would lose your King's Pawn, which he would take with his Queen, after taking your Queen's Pawn with his King's Pawn.

Queen's Knight's Pawn two squares, and then his Queen's Rook's Pawn two squares, would have laid the foundation of a violent and dangerous attack, which would have compelled his adversary to play either his Queen's Rook's Pawn, or his Queen's Bishop's Pawn, and thus expose his King.

SECOND GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth square.	2. The same.
3. Q. B. P. one square.	3. Q. P. one square.
4. Q. P. two squares.	4. K. P. takes P.
5. Q. B. P. takes K. P.	5. K. B. to Q. Kt. third square.
6. K. B. P. two squares.	6. K. Kt. to its B. third square.
7. Q. Kt. to Q. B. third square.	7. K. castles.
8. K. Kt. to K. B. third square.	8. K. Kt. takes K. P.
9. Q. Kt. takes K. Kt.	9. Q. P. one square.
10. K. B. takes Q. P.	10. Q. takes K. B. and has a very good game.

THIRD GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth square.	2. The same.
3. Q. to adv. K. R. fourth square.	3. Q. to K. second sq.
4. Q. Kt. to Q. B. third square. *	4. K. Kt. to K. B. third square.
5. Q. to adv. K. Kt. fourth square.	5. Q. B. P. one square.
6. Q. takes K. Kt. P.	6. K. R. to K. Kt. sq.
7. Q. to adv. K. R. third sq.	7. Q. P. two squares.
8. K. P. takes P.	8. K. B. takes K. B. P. and checks.

If the White take the B. the K. Kt. checks at adversary's K. Kt. fourth square, and wins the Q.; and if, instead of taking the K. B. the White move,

9. K. to K. B. square.	9. K. R. to K. Kt. third sq. forcing Q. &c.

* The first Variation will commence at this move.

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. to adv. K. R. fourth square.*	3. *Q. to K. second sq.*
4. K. Kt. to K. B. third square.	4. Q. P. one square. *
5. K. Kt. to adv. K. Kt. fourth sq.	5. K. Kt. to K. B. third square.
6. K. B. takes K. B. P. and checks. †	6. K. to Q. square.
7. Q. to K. R. fourth sq. (If she be moved to any other square, the K. R. P. played one square, will gain a piece.)	
	7. K. R. to K. B. square.

* Instead of playing this move, he may also play—

WHITE.	BLACK.
4.	4. K. Kt. to K. B. third square.
5. Q. takes K. P.	5. K. B. takes K. B. P. and checks.
6. K. takes K. B.	6. K. Kt. to adversary's K. Kt. fourth sq. giving check, &c.

† The second Variation will commence at this move.

WHITE.	BLACK.
8. K.B. to Q.B. fourth sq.	8. K. Kt. takes K. P.
9. Q. takes K. Kt.*	9. K. B. takes K. B. P. and checks.
10. K. to K. B. sq. †	10. Q. takes K. Kt.
11. K. B. to K. second square.	11. K. R. to adv. K. B. fourth square.
12. Q. to her third sq.	12. Q. B. to K. B. fourth square.
13. Q. to adv. Q. fourth square.	13. Q. B. to adv. K. fourth square.
14. Q. to adv. K. Kt. sq. and checks.	14. K. to his second sq.
15. K. B. to its third sq.	15. Q. B. takes K. B.
16. K. Kt. P. takes Q. B.	16. K. R. takes K. Kt. P.
17. Q. P. one square.	17. K. B. to adv. K. R. fourth sq. and checks by discovery.
18. K. to his second sq.	18. Q. to adv. K. Kt. second sq. and checks.
19. K. to Q. square.	19. K. R. to adv. K. B. sq. giving check.
20. K. R. takes R.	20. Q. takes K. R. and checks.
21. K. to Q. second sq.	21. Q. to adv. K. square, and checkmates.

* The third Variation begins here.

† The fourth and fifth Variations begin at this move.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. to adv. K. R. fourth square.*	3. *Q. to K. second sq.*
4. *K. Kt. to its B. third square.*	4. *Q. P. one square.*
5. *K. Kt. to adv. K. Kt. fourth square.*	5. *K. Kt. to its B. third square.*
6. Q. takes K. B. P. and checks.	6. Q. takes Q.
7. K. Kt. takes Q.*	7. K. R. to K. B. sq.
8. K. Kt. to adv. K. Kt. fourth square.	8. K. R. P. one square.
9. K.Kt. to its B. third sq.	9. K. Kt. takes K. P.
10. K. castles.	10. K. B. takes K. B. P. and checks.
11. K. R. takes K. B.	11. K. Kt. takes K. R.
12. K. takes K. Kt.	12. K. P. one square; wins K. Kt. and has much the best of the game.

* If the White should take the Queen with his King's Bishop, giving check, the Black must move his King to his second square: the White will then be compelled to retire his King's Bishop, to avoid the loss of a piece; and the Black, by playing his King's Rook's Pawn one step, will win the King's Pawn, and have a remarkably advantageous situation.

THIRD VARIATION,

BEGINNING AT THE NINTH MOVE OF THE FIRST VARIATION.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. to adv. K. R. fourth square.*	3. *Q. to K. second sq.*
4. *K. Kt. to its B. third square.*	4. *Q. P. one square.*
5. *K. Kt. to adv. K. Kt. fourth square.*	5. *K. Kt. to its B. third sq.*
6. *K. B. takes K. B. P. and checks.*	6. *K. to Q. square.*
7. *Q to K. R. fourth sq.*	7. *K. R. to K. B. sq.*
8. *K. B. to Q. B. fourth square.*	8. *K. Kt. takes K. P.*
9. K. Kt. to adv. K. B. second sq. and checks.	9. K. R. takes K. Kt.
10. Q. takes K. Kt.	10. K. B. takes K. B. P. and checks.
11. K. to Q. square.	11. K. R. to adv. K. B. fourth square.
12. Q. to adv. Q. fourth square.	12. Q. B. P. one square.
13. Q. to adv. K. Kt. sq. giving check.	13. K. to Q. B. second square.

WHITE.	BLACK.
14. K. B. to K. second sq.	14. K. Kt. P. one square.
15. Q. P. one square.	15. Q. B. to K. third sq.
16. Q. to adv. K. R. sq.	16. K. R. to its B. square.
17. Q. B. to adv. K. Kt. fourth square.	17. Q. to K. B. second square, &c.

FOURTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. to adv. Q. R. fourth square.*	3. *Q. to K. second sq.*
4. *K. Kt. to K. B. third square.*	4. *Q. P. one square.*
5. *K. Kt. to adv. K. Kt. fourth square.*	5. *K. Kt. to its B. third square.*
6. *K. B. takes K. B. P. and checks.*	6. *K. to Q. square.*
7. *Q. to K. R. fourth sq.*	7. *K. R. to K. B. sq.*
8. *K. B. to Q. B. fourth square.*	8. *K. Kt. takes K. P.*
9. *Q. takes K. Kt.*	9. *K. B. takes K. B. P. and checks.*
10. K. to Q. square.	10. Q. takes K. Kt.
11. Q.Kt. to Q.B. third sq.	11. The same.
12. K. R. to K. B. sq.	12. Q. B. to K. B. fourth square.

WHITE.	BLACK.
13. Q. to adv. Q. fourth square.	13. Q. Kt. to adv. Q. Kt. fourth square.
14. Q. takes Q. Kt. P.	14. Q. to adv. K. Kt. fourth sq. giving check.
15. Q. is compelled to interpose at K. B. third square.	15. Q. B. takes Q. B. P. and checks.
16. K. to his second sq.	16. K. R. takes Q. &c.

FIFTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. to Q. B. fourth square.*	2. *The same.*
3. *Q. to adv. K. R. fourth square.*	3. *Q. to K. second sq.*
4. *K. Kt. to K. B. third square.*	4. *Q. P. one square.*
5. *K. Kt. to adv. K. Kt. fourth square.*	5. *K. Kt. to K. B. third square.*
6. *K. B. takes K. B. P. and checks.*	6. *K. to Q. square.*
7. *Q. to K. R. fourth sq.*	7. *K. R. to K. B. sq.*
8. *K. B. to Q. B. fourth square.*	8. *K. Kt. takes K. P.*
9. *Q. takes K. Kt.*	9. *K. B. takes K. B. P. and checks.*

WHITE.	BLACK.
10. K. to his second sq.	10. Q. takes K. Kt.
11. K. R. P. one sq. to prevent check with Q. B.	11. K. R. to adv. K. B. fourth square.
12. Q. to adv. Q. fourth square.	12. Q. to K. R. fourth sq. giving check.
13. K. Kt. P. two squares.	13. Q. B. takes K. Kt. P. and checks.
14. K. R. P. takes Q. B. (or *A*.)	14. Q. takes K. R. P. and checks.
15. K. to K. B. square.	15. K. B. to adv. K. R. fourth sq. and checks by discovery.
16. Q. is compelled to interpose.	16. Q. takes Q. giving check.
17. K. to K. Kt. sq.	17. Q. to adv. K. Kt. third sq. giving checkmate.

(*A*.)

WHITE.	BLACK.
14. K. to K. B. square.	14. Q. B. takes K. R. P. and checks.
15. K. R. takes Q. B.	15. Q. to adv. Q. square, and checks.
16. K. to K. Kt. second square.	16. Q. to adv. K. Kt. sq. giving checkmate.

FOURTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. to Q. B. fourth square.	2. Q. B. P. one sq.
3. K. Kt. to K. B. third square. *	3. K. B. to Q. third sq.
4. Q. B. P. one square.	4. K. B. to Q. B. second square.
5. Q. P. two squares.	5. K. P. takes P.
6. Q. B. P. takes K. P.	6. K. Kt. to K. second square.
7. K. Kt. to adv. K. Kt. fourth square.	7. Q. P. two squares.
8. K. P. takes Q. P.	8. Q. B. P. takes K. P.
9. K. B. to Q. third sq.	9. K. R. P. one square.
10. Q. to adv. K. R. fourth square.	10. K. castles.

* In the first Part, the *attacking* player has been taught the method of taking advantage of those mistakes which are generally committed by his adversary: this game will show, that, when the player, *who has the move,* does not follow the regular system of attack, his adversary *may easily gain the move,* and acquire a more advantageous situation. If the White, instead of playing his King's Knight to its Bishop's third square, had played his Queen's Pawns two squares, he would have had a much better game.

WHITE.	BLACK.
11. K. Kt. to K. B. third square.	11. Q. Kt. to Q. B. third square.
12. K. castles.	12. Q. to her third sq.
13. Q. Kt. to Q. B. third sq.	13. Q. R. P. one square.
14. Q. B. to Q. second sq.	14. K. B. P. two squares.
15. Q. Kt. to K. second square.	15. K. Kt. P. two squares.
16. K. R. P. two squares.	16. K. Kt. P. one sq.
17. Q. B. to K. B. fourth square.	17. Q. to K. Kt. third square.
18. Q. takes Q.	18. K. Kt. takes Q.
19. Q. B. takes K. B.	19. K. Kt. P. takes K. Kt.
20. K.Kt.P. takes K.Kt.P.	20. K. Kt. takes K. R. P.
21. K. Kt. P. to K. B. fourth square.	21. K. Kt. to adv. K. B. third sq. and checks.
22. K. to K. Kt. second square.	22. K. Kt. takes Q. P.
23. Q. Kt. takes K. Kt.	23. Q. Kt. takes Q. Kt.
24. K. R. to its square.	24. K. to K. R. second sq.
25. K. R. to adv. K. R. fourth square.	25. K. R. to K. Kt. sq. giving check.
26. K. to K. R. square.	26. K. R. to adv. K. Kt. fourth square.
27. Q. B. to adv. K. fourth square.	27. K. to K. Kt. third sq.
28. K. R. to its third sq.	28. Q. Kt. to Q. B. third square.
29. K. B. P. one square.	29. Q. Kt. takes Q. B.
30. K. B P. takes K. R.	30. Q. Kt. takes K. B. P.

WHITE.	BLACK.
31. Q. R. to K. B. sq.	31. Q. B. to Q. second square.
32. K. R. to K. Kt. third square.	32. K. R. P. one square.
33. Q. R. to K. square.	33. K. to K. B. third sq.
34. K. to K. Kt. square.	34. Q. R. to K. R. sq.
35. Q. Kt. P. one sq.	35. Q. P. one square.
36. Q. R. to Q. B. sq.	36. Q. B. to its third sq.
37. Q. R. to adv. Q. B. fourth square.	37. Q. B. to adv. K. fourth square.
38. K. B. takes Q. B.	38. K. B. P. takes K. B.
39. K. R. to its third sq.	39. K. B. P. to adv. K. third square.
40. K. to K. B. square. *	40 Q. P. to adv. Q. third square.
41. K. R. takes K. R. P.	41. Q. Kt. to adv. K. R. second sq. and checks.
42. K. to his square.	42. Q. R. takes K. R.
43. Q. R. takes Q. R.	43. Kt. to adv. K. B. third square, and checks.
44. K. to K. B. or Q. sq.	44. P. to adv. K. second square, and checks.
45. Loses the game in a few moves.	

* If the White (instead of moving his King) should take the King's Rook's Pawn with one of his Rooks, the Black would win the game by taking that Rook, and then playing his Pawn to the adversary's King's second square.

FIFTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to K. B. third square.	2. Q. Kt. to Q. B. third square.
3. K. B. to Q. B. fourth square.	3. The same.
4. Q. B. P. one square.	4. K. Kt. to K. B. third square.
5. Q. P. two squares.	5. K. P. takes P.
6. Q. B. P. takes K. P.	6. K. B. to adv. Q. Kt. fourth sq. and checks.
7. Q. B. to Q. second sq.*	7. K. B. takes Q. B. †
8. Q. Kt. takes K. B.	8. Q. P. two squares. ‡

* If the White were to interpose his Queen's Knight (as Greco injudiciously directs), the Black ought immediately to take Queen's Knight with his King's Bishop, and then the King's Pawn with his King's Knight.

† He may also play—

WHITE.	BLACK.
7.	7. Q. to K. second square.
8. Is obliged to push his K. P. one square.	8. K. Kt. to adversary's K. fourth square, &c.

‡ This move is of essential utility, as it disunites the White's central pawns: if the White, after taking the Queen's Pawn with his King's Pawn, were to give check by playing his Queen to King's second square, the Black ought to move his Queen's Bishop to King's third square.

WHITE.	BLACK.
9. K. P. takes P.	9. K. Kt. takes K. P.
10. Q. to her Kt. third sq.	10. Q. Kt. to K. second sq.
11. K. castles with his R.	11. Q. B. P. one square.
12. K. R. to K. square.	12. K. castles.*

SIXTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to K. B. third square.	2. Q. Kt. to Q. B. third square.
3. K. B. to Q. B. fourth square.	3. The same.
4. Q. B. P. one square.	4. K. Kt. to K. B third square.†
5. Q. P. two squares.	5. K. P. takes P.
6. K. P. one square.	6. K. Kt. to adv. K. fourth square.

* His game is at the least as good as yours. Your Queen's Pawn being *isolated* renders your situation perhaps even inferior to his.

† It would also be good play to move his Queen to King's second square.

WHITE.	BLACK.
7. K. B. to adv. Q. fourth square.*	7. K. Kt. takes K. B. P.
8. K. takes K. Kt.	8. K. P. takes Q. B. P. checking with K. B.
9. K. to his square.	9. K. P. takes Q. Kt. P.
10. Q. B. takes K. P.	10. Q. Kt. to K. second square.
11. K. Kt. to adv. K. Kt. fourth square.† (or *A.*) (or *B.*)	11. Kt. takes K. B.
12. Q. takes Kt.	12. Q. takes K. Kt.
13. Q. takes K. B.	13. Q. takes K. Kt. P. and has a much better game than his adversary.

(*A.*)

11. Q. to Q. Kt. third sq.	11. Kt. takes K. B.
12. Q. takes Kt.	12. Q. to K. second sq.
13. K. R. to K. B. square.	13. Q. B. P. one square.
14. Q. to Q. Kt. third sq.	14. Q. P. two squares.
15. Q. Kt. to Q. B. third square.	15. Q. B. to K. third sq. &c.

The Black is equal in power, and superior in situation.

* If the White, at the *seventh* move (instead of playing his King's Bishop to the adversary's Queen's fourth square), were to play his Queen's Knight's Pawn two squares, the Black must not retire his Bishop; he ought to take the Queen's Bishop's Pawn with the King's Knight, and then the Queen's Knight's Pawn with his King's Bishop, &c.

† This is not a good move, it would be better to play King's Bishop to Queen's Knight's third square.—Ed.

(*B.*)

WHITE.	BLACK.
11. K. R. to K. B. sq.	11. Kt. takes K. B.
12. Q. takes Kt.	12. Q. to K. second sq. and then Q. B. P. one sq. &c.

SEVENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to K. B. third square.	2. Q. Kt. to Q. B. third square.
3. K. B. to Q. B. fourth square.	3. The same.
4. Q. P. one square.	4. The same.
5. K. Kt. to adv. K. Kt. fourth square.*	5. Q. to K. B. third sq.†
6. K. B. takes K. B. P. giving check.	6. K. to K. B. square.

* This move appears very good, but it is, on the contrary, highly exceptionable; the attack being premature.

† The Black may also move his King's Knight to its Rook's third square; but it is much better to play the Queen, as the move is not only *defensive*, but *offensive*.

WHITE.	BLACK.
7. K. castles.	7. K. R. P. one square.
8. K. B. takes K. Kt.	8. K. R. P. takes K. Kt.
9. K. B. to Q. B. fourth square.	9. Q. Kt. to adv. Q. fourth square.
10. Q. B. P. one square.	10. Q. to K. R. third sq.
11. K. R. P. one square.	11. Q. B. takes K. R. P.
12. Q. B. P. takes Q. Kt. (or *A.*)	12. Q. B. takes K. Kt. P.
13. K. takes Q. B.	13. Q. to adv. K. R. third sq. and checks.
14. K. to Kt. square.	14. Q. to adv. K. R. second sq. giving checkmate.*

(*A.*)

12. K. Kt. P. takes Q. B.	12. Q. takes K. Kt. P.
13. Can not avoid checkmate.	

EIGHTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to K. B. third square.	2. Q. Kt. to Q. B. third square.

* This game is taken from STAMMA's work; it is one of his best played games.—ED.

WHITE.	BLACK.
3. K.B. to Q.B. fourth sq.	3. The same.
4. Q. P. one square.	4. The same.
5. K. Kt. to adv. K. Kt. fourth square.	5. Q. to K. B. third sq.
6. K. B. takes K. B. P. and checks.	6. K. to K. B. sq.
7. Q. to her second sq.	7. K. R. P. one square.
8. K. B. takes K. Kt.	8. K. takes K. B.*
9. K. Kt. to K. B. third square.	9. Q. B. to adv. K. Kt. fourth square.
10. Q. to her square. †	10. Q. Kt. to adv. Q. fourth square.

* This is not a good move, nor is the remainder of the game at all well played. Black ought to play as follows.—Ed.

WHITE.	BLACK.
8.	8. Q. Kt. to adv. Q. fourth sq.

If he move Q. to K. B. square, Black will take K. B. and afterwards win either K. Kt. or Q. R. If he move Q. to her square, Black will take K. Kt. with K. R. P. and on the removal of the White, K. B. will play Kt. to adversary's Q. Kt. third square, winning Q. R.; therefore—

9. Q. to her second square.	9. K. R. P. takes K. Kt.
10. K. B. to Q. Kt. third sq.	10. Q. Kt. to adv. K. B. third square, and checks.
11. K. Kt. P. takes Kt.	11. Q. takes P.
12. K. R. to K. B. square.	12. K. R. takes K. R. P. afterwards plays Q. B. to adversary's K. R. third square, and certainly ought to win the game.

† This is a very bad move, instead of it White ought to play the Queen's Bishop to the King's third square; or the Queen's Bishop's Pawn one square.—Ed.

WHITE.	BLACK.
11. Q. Kt. to Q. second square.	11. Q. R. to K. B. sq.
12. Q. B. P. one square.	12. Q. Kt. takes K. Kt. and checks.
13. Q. Kt. takes Q. Kt.	13. Q. B. takes Q. Kt.
14. K. Kt. P. takes Q. B.	14. Q. takes K. Kt. P.
15. Q. takes Q.	15. Q. R. takes Q.
16. K. R. to K. B. square.	16. K. to K. R. second sq.
17. Q. B. to Q. second square.	17. K. R. to K. B. sq. *

NINTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. Kt. to its B. third square.	2. Q. Kt. to Q. B. third square.
3. K. B. to adv. Q. Kt. fourth square.	3. K. B. to Q. B. fourth square. (or *A*.)
4. K. B. takes Q. Kt.	4. Q. P. takes K. B.

* The Black will win the game, as the White must lose a Pawn at least: the White's attack on the Bishop's Pawn was premature, and transferred the attack to his adversary.

WHITE.	BLACK.
5. K. Kt. takes K. P.	5. Q. to adv. Q. fourth square. (or *B.*)
6. K. Kt. to its fourth square.	6. Q. takes K. P. and checks.

If the White interpose his Queen, or move his King, he will lose his King's Knight; and if he play—

7. Kt. to K. third square.	7. K. B. takes Kt.
8. Q.P. takes K.B. (or *C.*)	8. Q. takes K. Kt. P.
9. R. to K. B. square.	9. Q. B. to adv. K. R. third square.
10. Q. Kt. to Q. second square.	10. Q. R. to Q. square.
11. Q. to K. second sq.	11. Q. takes K. R. P. and will win the game.

(*A.*)

3.	3. Q. R. P. one square.
4. K. B. takes Q. Kt.	4. Q. P. takes K. B.
5. K. Kt. takes K. P.	5. Q. to adv. Q. fourth square, gaining of course K. P. or Kt. &c.

(*B.*)

5.	5. K. B. takes K. B. P. and checks.
6. K. takes B.	6. Q. to adv. Q. fourth sq. and checks.
7. K. to his square.	7. Q. takes Kt. &c.

(C.)

WHITE.	BLACK.
8. K.B. P. takes K. B.	8. Q. takes K. Kt. P.
9. K.R. to K. B. square.	9. Q. B. to adv. K. Kt. fourth square.
Has no better move than	
10. K.R.toK.B.second sq.	10. Q.takes R.and checks.
11. K. takes Q.	11. Q. B. takes Q. &c.

TENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. Q. Kt. to Q. B. third square.
3. K.Kt. to K. B. third sq.	3. K. B. to Q. B. fourth square.
4. The same.	4. K. Kt. to K. B. third square.
5. K. B. P. takes K. P.*	5. K. Kt. takes K. P.

* It would be better to play the Queen's Knight to the Queen's Bishop's third square.—Ed.

WHITE.	BLACK.
6. Q. P. two squares.	6. Q. Kt. takes Q. P.
7. K. Kt. takes Q. Kt.	7. Q. to adv. K. R. fourth sq. and checks.
8. K. Kt. P. one square. (or *A*.)	8. K. Kt. takes K. Kt. P.
9. Q. to K. B. third sq.*	9. K. Kt. takes K. R. and checks by discovery.
10. K. to K. B. square.	10. Q. P. two squares.
11. P. takes P.	11. Q. B. to adv. K. R. third sq. and checks.
12. K. to K. Kt. square.	12. Q. to adv. K. square, giving check.
13. K. B. to its square.	13. K. B. takes K. Kt. and checks.
14. K. takes K. Kt.	14. Q. B. takes K. B. and will win the game in a few moves.

(*A*.)

8. K. to his second sq.	8. Q. to adv. K. B. second sq. and checks.
9. K. to Q. third square.	9. Q. takes K. Kt. and checks.
10. K. to his sécond sq.	10. Q. takes K. B. and will easily win the game.

* In this hopeless situation, if the White should play his King's Knight to his Bishop's third square, the Black ought to check with his Queen at the adversary's King's fourth square, and then take the King's Rook with his Knight, &c.

ELEVENTH GAME.

DEFENCE AGAINST CUNNINGHAM'S GAMBIT. *

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. Kt. to K. B. third square.	3. K. B. to K. second square.
4. K. B. to Q. B. fourth square.	4. K. B. to adv. K. R. fourth sq. and checks.
5. K. Kt. P. interposes.†	5. Gambit P. takes P.
6. K. castles.	6. Gambit P. takes K. R. P. and checks.
7. K. to K. R. square.	7. Q. P. two squares.
8. K. B. takes P.	8. K. Kt. to its third square.
9. K. B. takes K. B. P. and checks.	9. K. takes B.
10. K. Kt. takes K. B.	10. K. R. to K. B. sq.

* This defence is copied from STAMMA's work on Chess.—ED.

† It would certainly be better play to move the King to his Bishop's square; but CUNNINGHAM directed the King's Knight's Pawn to be played, on the supposition that the White's attack on the King's Bishop's Pawn was irresistible.

WHITE.	BLACK.
11. Q. P. two squares.*	11. K. to K. Kt. sq.
12. Q. B. to adv. K. Kt. fourth square.	12. K. Kt. takes K. P.
13. Q. B. takes Q.	13. K. R. takes K. R. and checks.
14. Q. takes K. R.	14. K. Kt. to adv. K. Kt. third sq. and checks.
15. K. takes P. at his R. second square.	15. K. Kt. takes Q.
16. K. to K. Kt. square.	16. K. Kt. to adv. K. third square, and has the best of the game.

TWELFTH GAME.

ANOTHER METHOD OF DEFENDING CUNNINGHAM'S GAMBIT.†

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.

* If the White should push his King's Pawn upon the King's Knight, the Black ought to check with his Queen at her fourth square: the White, to support his King's Pawn, will be compelled to interpose his King's Knight at its Bishop's third square, and the Black will then be at liberty to move his King's Knight.

† Nearly the whole of this game is also taken from STAMMA.
ED.

WHITE.	BLACK.
3. K. Kt. to its B. third square.	3. K. B. to K. second sq.
4. K. B. to Q. B. fourth square.	4. K. B. to adv. K. R. fourth sq. and checks.
5. K. Kt. P. one sq.	5. Gambit P. takes P.
6. K. castles.	6. Gambit P. takes K. R. P. and checks.
7. K. to K. R. square.	7. Q. P. two squares.
8. K. B. takes P.	8. K. Kt. to K. B. third square.
9. K. B. to Q. Kt. third square.	9. K. Kt. takes K. P.
10. Q. to K. second sq.	10. The same.
11. K. B. takes K. B. P. and checks.	11. K. to K. B. square.
12. Q. takes Gambit P. at K. R. second sq.	12. K. Kt. to adv. K. Kt. third sq. and checks.
13. K. to K. Kt. second square.	13. K. Kt. takes K. R.
14. Q. takes K. B.	14. Q. takes Q.
15. K. Kt. takes Q.	15. K. takes K. B.
16. K. takes K. Kt.	16. Q. B. to adv. K. R. third sq. and checks.
17. K. to K. B. second sq.	17. Q. Kt. to Q. B. third square, &c.

The Black will win the game, having the advantage of *a Rook and a Pawn* for *a Knight;* with a very good situation.

THIRTEENTH GAME.

DEFENCE AGAINST THE KING'S GAMBIT.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. Kt. to K. B. third square.	3. K. Kt. P. two squares.
4. K. B. to Q. B. fourth square.	4. K. Kt. P. one square.
5. K. Kt. to adv. K. fourth square.	5. Q. to adv. K. R. fourth sq. and checks.
6. K. to his B. square.	6. Gambit P. one sq. to adv. K. B. third sq.*
7. K. Kt. takes K. B. P.	7. Gambit P. takes K. Kt. P. and checks.
8. K. takes Gambit P.	8. Q. Kt. to Q. B. third square.
9. K. Kt. takes K. R.	9. Q. to adv. K. R. third sq. and checks.
10. K. to his B. second sq.	10. K. B. to Q. B. fourth sq. and checks.

* It is very doubtful whether this be as good a move as the King's Knight to the King's Rook's third square; this defence has not yet been analyzed with the attention it deserves.—Ed.

WHITE.	BLACK.
11. K. to his square.	11. Q. to adv. K. R. fourth square, and checks.
12. K. to his second sq.	12. Q. to adv. K. B. second sq. and checks.
13. K. to Q. third sq.	13. Q. to adv. Q. fourth sq. and checks.
14. K. to his second sq.	14. Q. takes K. P. and checks.
15. K. to his B. square.	15. Q. takes K. R. and checks.
16. K. to his second sq.	16. Q. to adv. K. B. third sq. and checks.
17. K. to his square.	17. Q. to adv. K. B. second sq. and checkmates.

FOURTEENTH GAME.

ANOTHER METHOD OF DEFENDING THE KING'S GAMBIT.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. R. P. two squares.	3. K. B. to K. second sq.
4. K. Kt. to K. B. third square.	4. Q. P. one square.

WHITE.	BLACK.
5. Q. P. two square.	5. Q. B. to adv. K. Kt. fourth square.
6. Q. B. takes Gambit P.	6. K. B. takes K. R. P. and checks.
7. K. Kt. P. one square. (or *A*.)	7. K. B. to K. Kt. fourth square.
8. Q. B. takes K. B.	8. Q. B. takes K. Kt.
9. Q. B. takes Q.	9. The same.
10. K. takes Q. B.	10. The same, &c.

The Black having totally destroyed the attack of the White, and having *seven* Pawns to *six*, with a very good situation, ought unquestionably to win the game

(*A*.)

7. K. R. takes K. B.	7. Q. B. takes K. Kt.
8. Q. takes Q. B.	8. Q. takes K. R. and must win the game.

FIFTEENTH GAME.

ANOTHER METHOD OF DEFENDING THE KING'S GAMBIT.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.

WHITE.	BLACK.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two sq.
4. K. B. to Q. B. fourth square.	4. K. B. to its Kt. second square.
5. K. R. P. two squares.	5. K. R. P. one square.
6. K. R. P. takes K Kt. P.	6. K. R. P. takes K. R. P.
7. K. R. takes K. R.	7. K. B. takes K. R.
8. Q. P. two sq. (or *A*.)	8. Q. P. one square.
9. K. Kt. to adv. K. fourth square.	9. Q. P. takes Kt.
10. Q. to adv. K. R. fourth square.	10. Q. to K. B. third sq.
11. Q. P. takes Q. P.	11. Q. to K. Kt. second square.
12. Q. P. to adv. K. third square.	12. K. Kt. to its B. third square.
13. Q. P. takes K. B. P. and checks.	13. K. to his B. square.
14. Q. to K. B. third sq.	14. Q. Kt. to its B. third sq.
15. Q. to Q. R. third sq and checks.	15. Q. Kt. to K. second square.
16. Q. B. to Q. second sq	16. K. Kt. takes K. P.
17. Q. B. to Q. Kt. fourth square.	17. Q. to K. fourth sq. and the Black will easily win the game.

(*A*.)

8. K. Kt. to K. R. second square.	8. Q. to K. second sq.
9. Q. P. one square.	9. Q. B. P. one square.

WHITE.	BLACK.
10. Q. to adv. K. R. fourth square.	10. K. B. to K. Kt. second square.
11. K. Kt. to K. B. third sq.	11. K. B. to K. R. third sq. and the Black has a very good game.

SIXTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. Kt. to K. B. third square.	3. K. Kt. P. two squares.
4. K. B. to Q. B. fourth square.	4. K. B. to K. Kt. second square. *
5. K. R. P. two squares.	5. K. R. P. one square.
6. Q. P. two squares.	6. Q. P. one square.

* It is difficult to decide whether this move be better than playing the King's Knight's Pawn to the adversary's King's Knight's fourth square. The well-known and justly-celebrated Italian players, LIONARDO, SALVIO, and CARRERA, preferred the *latter* move; but PHILIDOR, COZIO, and the *anonymous Modenese*, recommended the *former*. The author of this treatise acknowledges that his opinion coincides with that of Lionardo and Salvio.

WHITE.	BLACK
7. Q. B. P. one square.	7. The same.
8. Q. to K. second sq.	8. The same.
9. K. Kt. P. one square.	9. K. Kt. P. to adv. K. Kt. fourth square.
10. K. Kt. to its sq. or to its R. second sq.	10. Gambit P. to adv. K. B. third sq. &c.

It is obvious that the Black has a remarkably fine game; he has a Pawn more than his adversary, and a much better situation. This is the consequence of his having played his Queen to her King's second square; instead of this move, *Philidor* directs the Black to play his Queen's Bishop to the adversary's King's Knight's fourth square, which appears to be an exceptionable move, as it enables the White to play his King's Knight's Pawn, and disunite his adversary's Pawns, the Black not being able to move his King's Knight's Pawn, *in consequence of the situation of his Queen's Bishop.*

SEVENTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares.

WHITE.	BLACK.
4. K. B. to Q. B. fourth square.	4. K. Kt. P. one sq.
5. K. Kt. to adv. K. fourth square.*	5. Q. to adv. K. R. fourth sq. and checks.
6. K. to K. B. square.	6. K. Kt. to K. R. third square.
7. Q. P. two squares.	7. Q. P. one square.
8. K. Kt. to Q. third sq.	8. Gambit P. to adv. K. B. third square.
9. K.Kt. P. takes P. (or A.)	9. K. Kt. P. takes K. Kt P.
10. Q. takes K. Kt. P.	10. Q. B. to adv. K. R.

third square, giving check, and wins the Q.; because the White can move his King only to his *second square*, or to his *Knight's* square; if he move to the *former*, the Queen's Bishop played to the adversary's King's Knight's fourth square, wins the Queen; and if he move to the *latter*, the King's Rook, by checking at its Knight's square, will compel the White Queen to interpose, &c.

* With an inferior player the White may castle, and sacrifice his King's Knight. The game then becomes extremely critical, but against a skilful opponent the White's attack is certainly premature.

The sacrifice of the King's Knight forms what is now called the Muzio Gambit, it is the most attacking and instructive of all the Gambits.—ED.

(*A.*)

WHITE.	BLACK.
9. K. Kt. P. one square.	9. Q. to K. second sq.
10. K. to K. B. second sq.*	10. K. B. to K. Kt. second square.
11. Q. B. P. one square.	11. Q. Kt. to Q. B. third square.
12. Q. B. to K. B. fourth square.	12. Q. B. to Q. second square.
13. Q. to her second sq.	13. K. Kt. to its square.
14. K. R. to K. square.	14. Q. Kt. to Q. R. fourth square.
15. Q. Kt. to Q. R. third square.	15. Q. Kt. takes K. B.
16. Q. Kt. takes Q. Kt.	16. K. castles.
17. Q. R. P. two squares.	17. K. R. P. two squares.
18. Q. Kt. P. two squares.	18. K. R. P. one square.
19. K. R. to its square.	19. K. Kt. to K. B. third square.
20. Can not retrieve his game.	

* White ought, instead of this move, to play the Queen's Knight to the Queen's Bishop's third square, and afterwards the King's Rook's Pawn one square.—Ed.

EIGHTEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. Kt. to K. B. third square.	3. K. Kt. P. two sq.
4. K. B. to Q. B. fourth square.	4. K. Kt. P. one sq.
5. K. B. takes K. B. P. and checks.	5. K. takes K. B.
6. K. Kt. to adv. K. fourth square, and checks.	6. K. to his square.
7. Q. takes K. Kt. P.	7. Q. to K. B. third sq.
8. Q. to adv. K. R. fourth square, and checks.	8. K. to his second sq.
9. K. Kt. to adv. K. B. second square.	9. Q. takes K. Kt.
10. Q. to adv. K. fourth sq. and checks.	10. Q. interposes at K. third square.
11. Q. takes K. R.	11. K. Kt. to K. B. third square.
12. Q. P. one square.	12. Q. Kt. to Q. B. third square, &c.

The Black has much the best of the game; it will be difficult for the White to prevent the Black from moving his King to his second square, and then his King's Bishop to his Knight's second square, &c.

NINETEENTH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. Kt. to K. B. third square.	3. K. Kt. P. two squares.
4. K. B. to Q. B. fourth square.	4. K. Kt. P. one square.
5. K. Kt. to adv. K. fourth square.	5. Q. to adv. K. R. fourth sq. and checks.
6. K. to his B. square.	6. K. Kt. to K. B. third square.
7. K. Kt. takes K. B. P.	7. Q. P. two squares.
8. K. Kt. takes K. R.	8. Q. P. takes K. B.
9. Q. to K. second sq.	9. Q. B. to K. third sq.
10. Q. P. one square.	10. K. Kt. to K. R. fourth square.
11. Q. to K. B. second sq.	11. Q. takes Q. and checks.
12. K. takes Q.	12. K. B. to K. Kt. second sq. and will win the game.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

WHITE.	BLACK.
1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third square.*	3. *K. Kt. P. two sq.*
4. *K. B. to Q. B. fourth square.*	4. *K. Kt. P. one square.*
5. *K. Kt. to adv. K. fourth square.*	5. *Q. to adv. K. R. fourth sq. and checks.*
6. *K. to K. B. square.*	6. *K. Kt. to K. B. third square.*
7. K. B. takes K. B. P. and checks.	7. K. to Q. square. *
8. K. B. to Q. Kt. third square.†	8. K. Kt. to K. R. fourth square.
9. K. Kt. to adv. K. B. second sq. and checks.	9. K. to his square.
10. K. Kt. takes K. R.	10. K. Kt. to adv. K. Kt. third sq. and checks.
11. K. to K. Kt. sq.‡	11. K. B. to Q. B. fourth sq. and checks.

* It would be better to move the King to his second square. Ed.

† He ought rather to move it to the Queen's Bishop's fourth square.—Ed.

‡ If he take the King's Knight, he will equally lose his Queen.

WHITE.	BLACK
12. Q. P. two squares.	12. K. B. takes Q. P. and checks.
13. Q. takes K. B.	13. K. Kt. to adv. K. second square, giving check, and wins Q. &c.

TWENTIETH GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. Kt. to K. B. third square.	3. K. Kt. P. two squares.
4. K. B. to Q. B. fourth square.	4. K. Kt. P. one square.
5. K. Kt. to adv. K. fourth square.	5. K. Kt. to K. R. third square.
6. K. Kt. takes K. Kt. P.	6. Q. to adv. K. R. fourth sq. and checks.
7. K. Kt. to K. B. second square.	7. Q. P. two squares.

8. If the White take the Pawn with the King's Bishop, the Black wins the Queen by playing the Queen's Bishop to adversary's King's Knight fourth square;

and if, instead of taking the Queen's Pawn with the King's Bishop, the White should take it with the King's Pawn, the Black will play the Gambit Pawn to adversary's King's Bishop's third square, compelling the White to remove or support his King's Bishop; the Black then takes the King's Knight's Pawn with his Gambit Pawn, and has obviously the best of the game.*

TWENTY-FIRST GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K.B.P. two squares.	2. K. P. takes P.
3. K.Kt. to K.B.third sq.	3. K.Kt.P. two squares.
4. K.R.P. two squares.	4. K. Kt. P. one square.
5. K. Kt. to adv. K. fourth square.	5. Q. to K. second sq.

* If the White retire his Bishop to the Queen's Knight's third square, the Black must take the King's Knight's Pawn, with his Gambit Pawn, and then the King's Rook's Pawn with his Queen: but if the White, instead of retiring his Bishop to the Queen's Knight's third square, were to move it to its own square, the Black must check with his Queen on the King's second square, &c.

WHITE.	BLACK.
6. K. Kt. takes K. Kt. P.	6. K. B. P. two squares.
7. K. Kt. to K. B. second square.	7. K. B. P. takes K. P.
8. Q. to adv. K. R. fourth sq. and checks.	8. K. to Q. square.
9. Q. to adv. K. B. fourth square.	9. K. Kt. to K. B. third square.
10. Q. takes Gambit P.	10. Q. P. two sq. and has a very good game. *

VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third square.*	3. *K. Kt. P. two squares.*
4. *K. R. P. two squares.*	4. *K. Kt. P. one square.*
5. *K. Kt. to adv. K. fourth square.*	5. *Q. to K. second sq.*
6. Q. P. two squares.	6. K. B. P. two squares.
7. Q. B. takes Gambit P.	7. Q. P, one square.
8. Q. B. to adv. K. Kt. fourth square.	8. K. Kt. to K. B. third square.

* The White has no attack; his pieces are confined and he can not move even his Queen's Pawn; his best move is to play his King's Bishop to the King's second square.

WHITE.	BLACK.
9. Q. Kt. to Q. B. third square.	9. Q. B. P. one square.
10. Q. B. takes K. Kt.	10. Q. takes Q. B.
11. K. Kt. to Q. B. fourth square.	11. Q. Kt. P. two sq.
12. K. Kt. to K. third sq.	12. K. R. P. two sq. &c.

TWENTY-SECOND GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. B. to Q. B. fourth square.	3. K. B. P. two squares.
4. K. P. takes P. (or *A.*)	4. Q. to adv. K. R. fourth sq. and checks.
5. K. to K. B. square.	5. Gambit P. one sq.; to adv. K. B. third sq.
6. K. B. takes K. Kt.	6. Gambit P. takes K. Kt. P. and checks.
7. K. takes Gambit P.	7. K. R. takes K. B. and has a much superior game.

(*A.*)

WHITE.	BLACK.
4. K. B. takes K. Kt.	4. Q. to adv. K. R. fourth sq. and checks.
5. K. to K. B. square.	5. K. R. takes K. B.
6. K. Kt. to K. B. third square.	6. Q. to K. B. third square, &c.

TWENTY-THIRD GAME.

WHITE.	BLACK.
1. K. P. two squares.	1. The same.
2. K. B. P. two squares.	2. K. P. takes P.
3. K. B. to Q. B. fourth square.	3. Q. to adv. K. R. fourth sq. and checks.
4. K. to K. B. square.	4. Q. P. one square.
5. Q. P. two squares.	5. K. Kt. P. two sq.
6. K. Kt. to K. B. third square.	6. Q. to K. R. fourth square.
7. K. R. P. two squares.	7. K. B. to K. R. third square.

WHITE.	BLACK.
8. K. to K. Kt. square.	8 K. Kt. P. one square.
9. K. Kt. to K. square.	9. K. Kt. to K. second square.
10. Q. Kt. to Q. B. third square.	10. K. R. to K. Kt. sq.
11. Q. Kt. to K. second square.	11. Gambit P. one sq.
12. Q. Kt. to K. Kt. third square.	12. Q. to K. Kt. third sq.
13. Q. B. takes K. B.	13. Q. takes Q. B.
14. K. Kt. P. takes Gambit P.	14. Q. to adv. K. third sq. and checks.
15. K. to K. Kt. second square.	15. K. Kt. to its third square, &c.

The Black has the attack, and a good game.

VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE WHITE.

1. *K. P. two squares.*	1. *The same.*
2. *K. B. P. two squares.*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth square.*	3. *Q. to adv. K. R. fourth sq. and checks.*
4. *K. to K. B. square.*	4. *Q. P. one square.*
5. *Q. P. two squares.*	5. *K. Kt. P. two sq.*
6. *K. Kt. to K. B. third square.*	6. *Q. to K. R. fourth square.*
7. *K. R. P. two squares.*	7. *K. B. to K. R. third square.*

WHITE.	BLACK.
8. *K. to K. Kt. square.*	8. *K. Kt. P. one square.*
9. *K. Kt. to K. square.*	9. *K. Kt. to K. second square.*
10. *Q. Kt. to Q. B. third square.*	10. *K. R. to K. Kt. sq.*
11. *Q. Kt. to K. second square.*	11. *Gambit P. one sq.*
12. *Q. Kt. to K. Kt. third square.*	12. *Q. to K. Kt. third sq.*
13. K. R. P. one square.	13. Q. to K. B. third sq.
14. K. Kt. P. takes Gambit P.	14. K. Kt. P. takes K. Kt. P.
15. K. to K. B. second sq.	15. K. B. takes Q. B.
16. Q. R. takes K. B.	16. Q. B. to adv. K. Kt. fourth square.
17. Q. B. P. one square.	17. Q. to adv. K. B. fourth square.
18. K. Kt. takes P. at its B. third square.	18. Q. B. to K. third sq.
19. Q. Kt. to K. second square.	19. Q. takes K. P. &c.*

* The Black has a Pawn more than his adversary, and a better game.

TWENTY-FOURTH GAME.

DEFENCE OF THE QUEEN'S GAMBIT.

WHITE.	BLACK.
1. Q. P. two squares.	1. The same.
2. Q. B. P. two squares.	2. Q. P. takes P.
3. K. P. two squares.	3. The same.
4. Q. P. takes P. (or *A.*)	4. Q. takes Q.
5. K. takes Q.	5. Q. B. to K. third sq.
6. Q. Kt. to Q. second sq.	6. Q. Kt. P. two sq.
7. Q. R. P. two squares.	7. Q. B. P. one square.
8. Q.R.P. takes Q Kt. P.	8. Q. B. P. takes Q. R. P.
9. Q. Kt. P. one square.	9. Q. R. P. two squares.
10. Q. Kt. P. takes Q. P. at adv. Q. B. fourth sq.	10. Q. B. P. to adv. Q. Kt. fourth square.

The Black has at least as good a game as the White, in consequence of his two *passed Pawns.*

(*A.*)

4. Q. P. one square.	4. K. B. P. two squares.
5. Q. Kt. to Q. B. third square.	5. K. Kt. to K. B. third square.
6. K. B. P. one square.	6. K. B. to Q. B. fourth square.
7. Q. B. to adv. K. Kt. fourth square.	7. K. castles, &c.

The game is perfectly equal.

TWENTY-FIFTH GAME.

ANOTHER METHOD OF DEFENDING THE QUEEN'S GAMBIT.

WHITE.	BLACK.
1. Q. P. two squares.	1. The same.
2. Q. B. P. two squares.	2. Q. P. takes P.
3. K. P. one square.	3. K. P. two squares.
4. Q. to Q. R. fourth sq. and checks.	4. Q. B. P. one square.
5. Q. P. takes K. P.	5. Q. Kt. P. two sq.
6. Q. to Q. B. second sq.	6. Q. R. P. one square.
7. Q. R. P. two squares.	7. Q. B. to Q. Kt. second square.
8. Q.R.P. takes Q.Kt.P.	8. Q. B.P. takes Q. R. P. &c.

The Black's game is well opened.

TWENTY-SIXTH GAME.

WHITE.	BLACK.
1. Q. P. two squares.	1. The same.
2. Q. B. P. two squares.	2. Q. P. takes P.
3. K. P. one square.	3. The same.

WHITE.	BLACK.
4. K. B. takes Gambit P.	4. K. B. to Q. third sq.
5. K. P. one square.	5. Q. B. P. one square.
6. K. P. one square.	6. K. B. to Q. B. second square.
7. Q. R. P. two squares.	7. K. Kt. to K. second square.
8. K. Kt. to K. second square.	8. K. castles.
9. Q. Kt. to Q. B. third square.	9. Q. Kt. to Q. second square.
10. K. castles.	10. Q Kt. to its third sq.
11. K. B. to Q. R. second square.	11. Q. Kt. to Q. fourth square, &c.

The Black has a good game.

METHOD

OF

GIVING CHECKMATE WITH A ROOK.

SITUATION.

WHITE.	BLACK.
K. at adv. K. R. sq. Q. R. at Q. Kt. square.	K. at adv. Q. third sq.
1. R. to Q. Kt. fourth square.	1. K. to adv. Q. B. third square.
2. R. to K. Kt. fourth square.	2. K. to adv. Q. third square.
3. K. to adv. K. Kt. second square.	3. K. to adv. K. third square.
4. K. to adv. K. Kt. or K. B. third square.	4. K. to adv. K. B. third square.
5. K. to adv. K. B. fourth square.	5. K. to adv. K. third square.
6. R. to K. B. fourth sq.	6. K. to adv. Q. third sq.
7. R. to K. fourth square.	7. K. to adv. Q. B. third square.
8. K. to adv. K. fourth sq.	8. K. to adv. Q. third sq.
9. K. to adv. Q. fourth square.	9. K. to adv. Q. B. third square.

WHITE.	BLACK.
10. R. to Q. fourth sq.	10. K. to adv. Q. Kt. third square.
11. R. to Q. B. fourth sq.	11. K. to adv. Q. R. third square.
12. K. to Q. fourth square.	12. K. to adv. Q. Kt. third square.
13. K. to Q. third square.	13. K. to adv. Q. Kt. second square.
14. K. to Q. second sq.	14. K. to adv. Q. Kt. third square.
15. R. to K. fourth sq.	15. K. to adv. Q. R. third square.
16. K. to Q. B. second sq.	16. K. to adv. Q. R. second square.

17. R. to its fourth square, giving checkmate.

METHOD OF GIVING CHECKMATE WITH A ROOK, ON A PARTICULAR SQUARE.

SECOND SITUATION.

WHITE.	BLACK.
K. at K. B. third sq.	K. at adv. K. square.
K. R. at its second sq.	

The Black King must be checkmated on his own square.

WHITE.	BLACK.
1. R. to K. B. second sq.	1. K. to adv. Q. square.
2. R. to K. second sq.	2. K. to adv. Q. B. sq.
3. K. to his third square.	3. K. to adv. Q. square.
4. K. to Q. third square.	4. K. to adv. Q. B. sq.
5. R. to Q. second sq.	5. K. to adv. Q. Kt. sq.
6. R. to Q. B. second sq.	6. K. to adv. Q. R. sq.
7. K. to Q. second sq.	7. K. to adv. Q. Kt. sq.
8. K. to Q. B. third sq.	8. K. to adv. Q. R. sq.
9. R. to Q. B. sq. giving check.	9. K. to adv. Q. R. second square.
10. R. to Q. square.	10. K. to adv. Q. R. third square.
11. R. to Q. Kt. square.	11. K. to adv. Q. R. second square.
12. K. to Q. B. second sq.	12. K. to adv. Q. R. third square.
13. R. to Q. Kt. second square.	13. K. to adv. Q. R. fourth square.
14. R. to Q. Kt. third sq.	14. K. to Q. R. fourth sq.
15. K. to Q. B. third sq.	15. K. to adv. Q. R. fourth square.
16. K. to Q. B. fourth sq.	16. K. to Q. R. fourth sq.
17. R. to Q. Kt. fourth square.	17. K. to Q. R. third sq.
18. R. to adv. Q. Kt. fourth square.	18. K. to Q. R. second sq.
19. K. to adv. Q. B. fourth square.	19. K. to Q. R. third sq.
20. K. to adv. Q. B. third square.	20. K. to Q. R. second sq.

WHITE.	BLACK.
21. R. to adv. Q. R. fourth sq. and checks.	21. K. to Q. Kt. square.
22. R. to Q. R. fourth sq.	22. K. to Q. B. square.
23. R. to Q. Kt. fourth sq.	23. K. to Q. square.
24. K. to adv. Q. third square.	24. K. to Q. B. square. (or *A.*)
25. R. to adv. Q. Kt. fourth square.	25. K. to Q. square.
26. R. to adv. Q. B. fourth square.	26. K. to his own square.
27. K. to adv. K. third sq.	27. K. to his B. square.
28. R. to adv. K. Kt. fourth square.	28. K. to his own square.

29. R. to adv. K. Kt. square, giving checkmate.

(*A.*)

24	24. K. to his square.
25. K. to adv. K. third sq.	25. K. to Q. square.
26. R. to Q. B. fourth sq.	26. K. to his own sq.

27. R. gives checkmate.

THIRD SITUATION.

K. at adv. K. B. third square.	K. at K. R. fourth sq.

Q. R. at adv. Q. B. second square.

WHITE.	BLACK.

In similar situations, an unskilful player is frequently puzzled how to give checkmate, it is however very easily effected in the following manner:

1. R. to Q. B. fourth sq.	1. K. is compelled to go to his R. third square.
2. R. to K. R. fourth square, giving checkmate.	

METHOD OF GIVING CHECKMATE WITH BOTH BISHOPS.

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at adv. Q. B. fourth sq.	K. at adv. K. fourth sq.
K. B. at Q. Kt. third sq.	
Q. B. at adv. Q. Kt. sq.	

1. K. B. to adv. Q. fourth sq. and checks.	1. K. to adv. K. third sq.
2. Q.B. to adv. K. fourth sq.	2. K. to adv. Q. third sq.
3. Q. B. to Q. fourth sq.	3. K. to adv. Q. B. second square.
4. K. to Q. B. fourth sq.	4. K. to adv. Q. second square.

WHITE.	BLACK.
5. K. B. to its third sq.	5. K. to adv. K. square.
6. K. to Q. third square.	6. K. to adv. K. B. sq.
7. Q. B. to K. third sq.	7. K. to adv. K. square.
8. K. B. to K. Kt. second square.	8. K. to adv. Q. square.
9. Q. B. to K. B. second square.	9. K. to adv. Q. B. sq.
10. K. to Q. B. third sq.	10. K. to adv. Q. square.
11. K. B. to its third sq. and checks.	11. K. to adv. Q. B. sq.
12. Q. B. to K. third sq. and checks.	12. K. to adv. Q. Kt. sq.
13. K. to Q. Kt. third sq.	13. K. to adv. Q. R. sq.
14. K. to Q. R. third sq. (or *A.*)	14. K. to adv. Q. Kt. sq.
15. K. B. to K. fourth sq. giving check.	15. K. to adv. Q. R. sq.

16. Q. B. to Q. fourth square, giving checkmate.

(*A.*)

14. Q. B. to K. B. fourth square.	14. K. to adv. Q. Kt. sq.
15. K. B. to K. fourth sq. and checks.	15. K. to adv. Q. R. sq.

16. Q. B. to adv. K. fourth square, giving checkmate.

METHOD OF GIVING CHECKMATE WITH A KNIGHT AND BISHOP.

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at adv. Q. B. third sq.	K. at Q. R. square.
Q. B. at its square.	
Q. Kt. at adv. Q. fourth sq.	

WHITE.	BLACK.
1. Q. B. to K. B. fourth square.	1. K. to Q. R. second square.
2. Kt. to adv. Q. Kt. third square.	2. K. to Q. R. third sq.
3. B. to adv. Q. Kt. sq.	3. K. to Q. R. fourth sq.
4. Kt. to adv. Q. fourth square.	4. K. to K. R. third sq. (or *A.*)
5. Kt. to its fourth sq. giving check.	5. K. to Q. R. fourth sq.
6. K. to adv. Q. B. fourth square.	6. K. to adv. Q. R. fourth square.
7. K. to Q. B. fourth sq.	7. K. to Q. R. fourth sq.
8. B. to adv. Q. B. second sq. and checks.	8. K. to adv. Q. R. fourth square.
9. B. to adv. Q. Kt. third square.	9. K. to adv. Q. R. third square.

WHITE.	BLACK.
10. Kt. to Q. third sq.	10. K. to adv. Q. R. fourth square.
11. Kt. to its second sq. giving check.	11. K. to adv. Q. R. third square.
12. K. to Q. B. third sq.	12. K. to adv. Q. R. second square.
13. K. to Q. B. second sq.	13. K. to adv. Q. R. third square.
14. B. to adv. Q. B. fourth sq. and checks.	14. K. to adv. Q. R. second square.
15. B. to Q. Kt. fourth sq.	15. K. to adv. Q. R. sq.
16. Kt. to Q. third square.	16. K. to adv. Q. R. second square.
17. Kt. to Q. B. square, and checks.	17. K. to adv. Q. R. sq.
18. B. to its third square, giving checkmate.	

(*A*.)

4.	4. K. to adv. Q. R. fourth square.
5. B. to adv. K. fourth square.	5. K. to adv. Q. Kt. third square.
6. Kt. to K. third sq.	6. K. to adv. Q. Kt. fourth square.
7. K. to adv. Q. Kt. third square.	7. K. to adv. K. R. fourth square.
8. Q. B. to its third sq.	8. K. to adv. Q. Kt. third square.

WHITE.	BLACK.
9. Q. B. to Q. second sq.	9. K. to adv. Q.R. fourth square.
10. K. to adv. Q.B. fourth square.	10. K. to adv. Q. Kt. third square.
11. K. to adv. Q. Kt. fourth square.	11. K. to adv. Q. R. third square.
12. Kt. to Q. B. second sq. and checks.	12. K. to adv. Q. Kt. second square.
13. Kt. to Q. fourth sq.	13. K. to adv. Q. R. third square.
14. B. to its square, and checks.	14. K. to adv. Q. R. second square.
15. K. to Q. Kt. fourth sq.	15. K. to adv. Q. Kt. sq.
16. B. to Q. R. third sq.	16. K. to adv. Q. R. second square.
17. Kt. to K. second sq.	17. K. to adv. Q. Kt. sq. (or *B.*)
18. K. to Q. Kt. third sq.	18. K. to adv. Q. R. sq.
19. B. to Q. Kt. second sq. and checks.	19. K. to adv. Q. Kt. sq.

20. Kt. to Q. B. third square, giving checkmate.

(*B.*)

17.	17. K. to adv. Q. R. sq.
18. K. to Q. Kt. third sq.	18. K. to adv. Q. Kt. sq.
19. Kt. to Q. B. third sq. giving check.	19. K. to adv. Q. R. sq.

20. B. to Q. Kt. second square, giving checkmate.

METHOD OF DRAWING A GAME WITH A KNIGHT AGAINST A ROOK.

POSITION OF THE PIECES.

WHITE.	BLACK.
K. at adv. K. third sq.	K. at his own square.
K. R. at adv. Q. R. sq.	Q. Kt. at Q. B. square.

	WHITE.		BLACK.
1.	K. to Q. square.	1.	R. to adv. Q. Kt. sq.
2.	K. to Q. B. second sq.	2.	R. to Q. Kt. fourth square.
3.	K. to Q. square.	3.	R. to adv. Q. Kt. second square.
4.	K. to his own square.	4.	R. to adv. Q. second square.
5.	Kt. to its third sq.	5.	R. to adv. Q. Kt. second square.
6.	Kt. to Q. B. square.	6.	R. to adv. K. B. second square.
7.	K. to Q. square.	7.	R. to adv. K. R. second square.
8.	Kt. to its third sq.	8.	K. to adv. Q. third sq.
9.	Kt. to Q. B. sq. and checks.	9.	K. to adv. Q. B. third square.
10.	Kt. to K. second sq. and checks.	10.	K. to adv. Q. Kt. second square.

	WHITE.		BLACK.
11.	K. to his own square.	11.	K. to adv. Q.B. second square.
12.	K. to K. B. square.	12.	K. to adv. Q. second square.
13.	Kt. to K. Kt. square.	13.	K. to adv. Q. square.
14.	Kt. to K. B. third sq.	14.	R. to adv. K. R. sq. and checks.
15.	Kt. to K. Kt. square.	15.	R. to K. R. fourth sq.
16.	K. to K. Kt. second square.	16.	K. to adv. K. square.
17.	Kt. to K. B. third sq. and checks.	17.	K. to adv. K. second square.
18.	Kt. to its own sq. and checks.	18.	K. to adv. K. third square.
19.	K. to his B. square.	19.	R. to K. B. fourth sq. and checks.
20.	K. to his own square.	20.	R. to adv. K. B. second square.
21.	Kt. to its R. third sq.	21.	R. to adv. K. Kt. second square.
22.	K. to his B. square.	22.	R. to adv. K. R. second square.
23.	Kt. to its own square.	23.	R. to adv. K. B. second sq. and checks.
24.	K. to his own square.	24.	R. to adv. K. Kt. second square; or to adv. Q. Kt. second square.

25. K. to his B. square; and it is evident that the Black can not win the game.

VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. to Q. square.*	1. *R. to adv. Q. Kt. sq.*
2. *K. to Q. B. second sq.*	2. *R. to Q. Kt. fourth sq.*
3. *K. to Q. square.*	3. *R. to adv. Q. Kt. second square.*
4. *K. to his own square.*	4. *R. to adv. Q. second sq.*
5. *Kt. to its third square.*	5. R. to adv. Q.B. second square.
6. K. to Q. square.	6. K. to adv. Q. third sq.
7. Kt. to Q. B. sq. giving check.*	7. K. to adv. Q. B. third square.

8. Kt. to K. second square, giving check; and will easily make a drawn game.

* If the White, instead of playing this move, were to play the Knight to the Queen's Rook's square, the Black would win; ex.:

WHITE.	BLACK.
7. Kt. to Q. R. square.	7. R. to adv. Q.Kt. second sq.
8. K. to Q. B. square.	8. K. to adv. Q. B. third sq.

9. Can not play his Kt. without putting it *en prise*, and if he play his King to the Queen's square, the Black checks at adv. Queen's Knight's square, and wins the Knight.

N. B. It is to be observed, that when the Knight is distant from its King, the Rook generally wins the game.

METHOD OF DRAWING A GAME WITH A BISHOP AGAINST A ROOK.

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at K. B. square.	K. at adv. K. third sq.
K. B. at adv. Q. B. third square.	Q. R. at its third square.

1. K. B. to adv. Q. Kt. second square.	1. Q. R. to Q. Kt. third square.
2. K. B. to adv. Q. fourth square.	2. Q. R. to adv Q. Kt. second square.
3. K.B. to adv. Q.B. third square.	3. Q. R. to adv. K. B. second sq. and checks.
4. K. to K. Kt. sq.*	4. K. to adv. K. second sq.

* If you were to play your King to *his own square*, the Black would win; ex.:

WHITE.	BLACK.
4. K. to his own square.	4. R. to adv. Q. B. second sq.
5. B. to Q. R. fourth square.	5. R. to adv. Q. B. square, and checks.
6. B. to Q. square.	6. R. to adv. Q. Kt. or Q. R. square.
7. K. to his B. square.	7. R. takes B. &c.

WHITE.	BLACK.
5. K. B. to adv. Q. fourth square.	5. K. to adv. K. square.
6. K. B. to adv. Q. B. third square.	6. R. to K. B. third sq.
7. K. B. to adv. Q. Kt. second sq.	7. R. to K. Kt. third sq. and checks.
8. K. to K. R. second sq.	8. K. to adv. K. B. second square.
9. K. to K. R. third sq.	9. R. to adv. K. Kt. third sq. and checks.

10. K. to K. R. fourth square, and will easily draw the game.

METHOD OF WINNING WITH A QUEEN AGAINST BOTH KNIGHTS.

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at his R. second sq.	K. at adv. Q. fourth sq.
Q. at adv. Q. R. square.	K. Kt. at adv. Q. B. fourth square.
	Q. Kt. at K. fourth sq.

WHITE.	BLACK.
1. K. to K. Kt. third sq.	1. K. to adv. Q. third sq.
2. Q. to adv. Q. fourth sq. and checks.	2. K. to adv. Q. B. third square.
3. K. to K. B. fourth sq.	3. Q. Kt. to adv. Q. third sq. and checks.
4. K. to K. B. third sq.	4. Q. Kt. to K. fourth sq. giving check.
5. K. to his fourth sq.	5. K. to adv. Q. Kt. third square.
6. K. to Q. fourth sq.	6. K. to adv. Q. Kt. fourth square.
7. Q. to adv. Q. Kt. second sq. and checks.	7. K. to adv, Q. R. fourth square.
8. K. to adv. Q. B. fourth square.	8. K. to adv. Q. R. third square.
9. Q. to Q. Kt. fourth sq. and checks.	9. K. to adv. Q. R. second square.
10. K. to adv. Q. fourth square.	10. K. to adv. Q. R. sq.
11. Q. to Q. Kt. third sq.	11. Is compelled to move one of his Knights, &c.

N.B. The Black has no chance of defending his game, but by keeping his Knights in tha. situation in which they support each other; as soon as you can compel him to abandon that situation, you will find no difficulty to win the game.

METHOD OF DRAWING A GAME WITH BOTH BISHOPS AGAINST A QUEEN.

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at K. Kt. fourth sq.	K. at K. Kt. second sq.
Q. at Q. R. fourth sq.	Q. B. at K. Kt. third sq.
	K. B. at its third sq.

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1. Q. to adv. Q. second sq. giving check.	1. K. to K. B. square.
2. Q. to adv. K. third sq.	2. K. to K. Kt. second sq.
3. K. to his B. fourth sq.	3. Q. B. to K. R. second square.
4. Q. to adv. Q. second sq. and checks.	4. K. to K. Kt. third sq.
5. Q. to adv. K. square, giving check.	5. K. to K. Kt. second square.
6. K. to K. Kt. fourth sq.	6. Q. B. to K. Kt. third square.
7. Q. to adv. K. third sq.	7. Q. B. to K. R. second square.
8. Q. to adv. Q. second sq. and checks.	8. K. to K. Kt. third sq.
9. Q. to adv. K. square, and checks.	9. K. to K. Kt. second square.
10. K. to adv. K. R. fourth square.	10. Q. B. to K. B. fourth square. (or *A.*)

WHITE.	BLACK.
11. Q. to adv. Q. Kt. fourth square.	11. Q. B. to K. Kt. third sq. and checks.
12. K. to K. Kt. fourth sq.	12. Q. B. again retires to K. R. second square, and the situation of his pieces is precisely similar to that in which they stood at the eighth move. If he cautiously pursue that system, it will be out of your power to win the game.

(*A.*)

If, instead of this move, he were to play his King's Bishop either to the adversary's Queen's Knight's second square, or to the adversary's Queen's Rook's square, he would lose the game; ex:

10.	10. K. B. to adv. Q. Kt. second square.
11. Q. to adv. Q. second sq. giving check.	11. K. to K. R. square.
12. Q. to adv. Q. B. square, and checks.	12. Q. B. to K. Kt. sq. *
13. K. to adv. K. Kt. third square.	13. K. B. to K. Kt. second square.
14. Q. to K. R. third sq. and checks.	14. Q. B. interposes.
15. Q. takes it and gives checkmate.	

* If he should play his King to his Knight's second square you should check at the adversary's Queen's Knight's second square, by which move you win his King's Bishop, &c.

METHOD OF GIVING CHECKMATE WITH A ROOK AND BISHOP AGAINST A ROOK.*

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at adv. Q. B. third sq.	K. at Q. B. square.
Q.R. at adv. Q.R. third sq.	K. R. at Q. Kt. second square.
Q. B. at adv. Q. B. fourth square.	

1. R. to adv. Q. R. square, and checks.	1. R. interposes.
2. R. to adv. Q. R. second square.	2. R. to adv. Q. Kt. second square.

* Philidor, in his Treatise on Chess has asserted, and attempted to prove, that the Rook and Bishop have generally the power of winning against a Rook; he first gives a position, which he calls the most favourable for the defence, from which he shews in a truly masterly and scientific manner, that the player having the Rook only must lose; he is not equally successful in his method of forcing the player into this position, and it remains still to be proved that the checkmate is not confined to a few positions. Mr. SARRATT assured me that, in his opinion, the Rook could generally draw the game; I think so too, and perhaps at some future time I may endeavour to prove that such is really the case.

ED.

WHITE.	BLACK.
3. R. to adv. K. Kt. second square.	3. R. to adv. Q. second square.
4. R. to adv. K. B. second square.	4. R. to adv. Q. sq. (or *A.*) (or *B.*)
5. R. to adv. Q. R. second square.	5. R. to adv. Q. Kt. sq. (or *C.*)
6. B. to Q. R. third sq.	6. R. to adv. Q. Kt. third square. (or *D.*)
7. B. to adv. Q. third sq.	7. R. to adv. Q. B. third sq. and checks.
8. Q. B. to adv. Q. B. fourth square.	8. R. to adv. Q. Kt. third square.
9. R. to adv. Q. B. second sq. and checks.	9. K. to Q. Kt. square.
10. R. to adv. K. second square.	10. K. to Q. R. square.
11. R. to K. fourth square.	11. R. to adv. Q. Kt. second square, or to adv. Q. Kt. square, or to Q. Kt. second square.
12. R. to its fourth sq. and checks.	12. K. to Q. Kt. square.
13. B. to adv. Q. third sq. and checks.	13. K. to Q. B. square.
14. R. to adv. Q. R. sq. and checks.	14. R. interposes.
15. R. takes R. and gives checkmate.	

(*A.*)

WHITE.	BLACK.
4.	4. R. to adv. Q. third sq.
5. Q. R. to adv. Q. R. second square.	5. K. to Q. Kt. square.
6. Q. R. to its fourth sq.	6. R. is compelled to play to adv. Q. B. third square, to prevent B. from checking at adv. Q. third square, &c.
7. Q. R. to K. fourth sq.	7. Is compelled to take B. with his R. to avoid checkmate.

(*B.*)

4.	4. R. to Q. square.
5. B. to adv. K. second square.	5. R. to K. Kt. or K. R. square.
6. Q. R. to adv. K. B. fourth square.	6. K. to Q. Kt. square.
7. B. to adv. Q. third sq. giving check.	7. K. to Q. B. square.
8. Q. R. to adv. Q. Kt. fourth square, &c.	

(*C.*)

5.	5. K. to Q. Kt. square.
6. R. to its fourth sq.	6. R. to adv. Q. B. sq.
7. R. to K. fourth sq.	7. Is compelled to take the Bishop with his Rook to avoid checkmate.

(*D.*)

WHITE.	BLACK.
6.	6. K. to Q. Kt. square.
7. R. to adv. K. B. second square.	7. K. to Q. R. square.
8. R. to adv. K.B. fourth square.	8. R. to Q. Kt. second square.
9. R. to K. B. fourth sq.	9. R. to adv. Q. Kt. third square. (or *E.*)
10. R. to its fourth sq. and checks.	10. K. to Q. Kt. square.
11. B. to adv. Q. third sq. and checks.	11. K. to Q. B. square.
12. R. to adv. Q. R. sq. and checks.	12. R. interposes.
13. R. takes R. and gives checkmate.	

(*E.*)

WHITE.	BLACK.
9.	9. R. to K. Kt. second square.
10. R. to adv. K. B. sq. and checks.	10. K. to Q. R. second sq.
11. B. to adv. Q. B. fourth sq. and checks.	11. K. to Q. R. third sq.
12. R. to adv. Q. R. sq. and checks.	12. R. interposes.
13. R. takes it, giving checkmate.	

ANOTHER SITUATION, IN WHICH A ROOK AND BISHOP MAY WIN AGAINST A ROOK.

WHITE.	BLACK.
K. at adv. Q. R. third sq.	K. at Q. R. square.
Q.R. at adv. Q. third sq.	Q. R. at Q. Kt. second square.
Q. B. at adv. Q.R. fourth square.	

1. Q.B. to adv. Q. Kt. third square.	1. R. to Q. R. second sq. and checks. (or *A.*)
2. K. to adv. Q. Kt. fourth square.*	2. R. to K. R. second sq. (or *B.*)
3. K. to adv. Q. B. third square.	3. R. to K. R. square.
4. Q. B. to adv. Q. B. second square.	4. R. to K. Kt. sq. (or *C.*)
5. R. to adv. Q. fourth square.	5. R. to K. Kt. third sq. giving check.
6. B. interposes.	6. R. to K. Kt. second square.
7. R. to adv. K. fourth square.	7. R. to K. B. second square.
8. R. to adv. K. square, and checks.	8. K. to Q. R. second sq.

* If you took the Rook, the Black King would be stalemated.

WHITE.	BLACK.
9. Q.B. to adv. Q.B. fourth sq. and checks.	9. K. to Q. R. third sq.
10. R. to adv. Q. R. square, giving check, &c.	

(*A.*)

1.	1. R. to Q. Kt. square.
2. B. to adv. Q. B. second square.	2. R. to Q. B. square.
3. K. to adv. Q. Kt. third square.	3. R. to K. Kt. square.
4. R. to adv. Q. fourth square.	4. R. to K. Kt. third sq. giving check.
5. B. to adv. Q. third sq.	5. Is compelled to take B. with his R. &c.

(*B.*)

2.	2. R. to Q. Kt. second square.
3. K. to adv. Q. B. third square.	3. R. to Q. Kt. square.
4. R. to adv. Q. fourth sq.	4. R. to Q. Kt. second square.
5. R. to Q. fourth sq.	5. Loses in a few moves.

(*C.*)

4.	4. K. to Q. R. second sq.
5. R. to Q. fourth sq.	5. R. to K. R. third sq. giving check.
6. B. to adv. Q. third sq.	6. Is obliged to take B. &c.

ENDS OF GAMES

WITH A QUEEN AGAINST A PAWN WITHIN ONE SQUARE OF BECOMING A QUEEN.

When you remain with your Queen, and your adversary has only a Pawn within *one* square of becoming a Queen, and which is supported by its King, you will not be able to win the game, unless your King be close to it, and your adversary's Pawn be the *King's*, *Queen's*, *King's Knight's* or *Queen's Knight's*. If it should be one of the *Rooks' Pawns*, or one of the *Bishops' Pawns*, and your King be considerably removed from it, the game will be drawn.

METHOD OF WINNING THE GAME IF IT BE THE KING'S PAWN.

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at adv. K.Kt. second sq.	K. at adv. Q. second sq.
Q. at adv. Q. R. second sq.	K. P. at adv. K. second sq.

WHITE.	BLACK.
1. Q. to K. B. second sq.	1. K. to adv. Q. square.
2. Q. to her fourth sq. giving check.	2. K. to adv. Q.B. second square.
3. Q. to K. third square.	3. K. to adv. Q. square.
4. Q. to her third sq. and checks.	4. K. to adv. K. square.
5. K. to adv. K. B. third square.	5. K. to adv. K. B. second square.
6. Q. to her second sq.	6. K. to adv. K. B. sq.
7. Q. to K. B. fourth sq. giving check..	7. K. to adv. K. Kt. second square.
8. Q. to K. third square.	8. K. to adv. K.B. sq.
9. Q. to K. B. third sq. giving check.	9. K. to adv. K. square.
10. K. to adv. K. fourth square.	10. K. to adv. Q. second square.
11. Q. to K. B. second sq.	11. K. to adv. Q. square.
12. Q. to her fourth sq. giving check.	12. K. to adv. Q. B. second square.
13. Q. to K. third sq.	13. K. to adv. Q. square.
14. Q. to her third sq. giving check.	14. K. to adv. K. square.
15. K. to his fourth sq.	15. K. to adv. K.B. second square.
16. Q. to K. B. third sq. giving check. (or *A.*)	16. K. to adv. K. square.
17. K. to Q. third square.	17. K. to adv. Q. sq.
18. Q. takes P. and checks.	18. K. to adv. Q. B. sq.

19. Q. to her B. second square, giving checkmate.

(*A.*)

WHITE.	BLACK.
16. Q. to her second sq.	16. K. to adv. K. B. sq.
17. K. to K. B. third sq.	17. P. becomes a Q.
18. Q. to K. Kt. second square, giving checkmate.	

From this analysis, it is obvious that you win the game by compelling your adversary to play his King before his Pawn, thus allowing your King to advance and assist your Queen; but when your adversary's Pawn is on the *Bishops'* file, it is *impossible* to compel your adversary's King to move before his Pawn; and when it is on the *Rooks'* file, it becomes *useless* to oblige him to play his King before his Pawn, as you can not advance your King without giving stalemate.

SITUATION OF THE PIECES.

K. at adv. Q. Kt. second square.	K. at adv. K. Kt. second square.
Q. at Q.B. fourth sq.	K. *Bishop's* P. at adv. K. B. second square.

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1. Q. to K. second sq.	1. K. to adv. K. Kt. sq.
2. Q. to K. Kt. fourth sq. giving check.	2. K. to adv. K. R. second square.
3. Q. to K. B. third sq.	3. K. to adv. K Kt. sq.
4. Q. to K. Kt. third square, giving check.	

If it were the *King's*, *Queen's*, or *Knight's* Pawn, this move would compel your adversary either to *play his King before his Pawn*, or *to abandon it*. If he played his King before his Pawn, you would immediately avail yourself of it to advance your King, as has already been shown: if he abandoned his Pawn, and suffered you to take it with your Queen, the game would of course soon be ended; but in *this* situation (*being the Bishop's Pawn*), he may play his King to your King's Rook's square, and you can not take his Pawn without stale-mating him; if, instead of taking his Pawn, you play your King, he will immediately push to Queen; and, lastly, if you repeat the check, the same moves will again occur without your deriving any advantage from them.

SUPPOSE IT TO BE THE ROOK'S PAWN.

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at adv. Q.Kt. third sq.	K. at adv. K. Kt. second square.
Q. at adv. Q. second sq.	K. R. P. at adv. K. R. second square.

WHITE.	BLACK.
1. Q. to K. Kt. fourth sq. giving check.	1. K. to adv. K. R. sq.
2. Q. to K. B. third sq. giving check.	2. K. to adv. K. Kt. sq.
3. Q. to K. Kt. third sq. giving check.	3. K. to adv. K. R. sq. &c.

If you advance your King, your adversary will be stalemated, and, as you are unable to checkmate him with the Queen alone, the game is of course drawn.

There are however some *few* situations, in which, having a Queen against a *Bishop's* Pawn, *within one square of Queen*, you may win the game; ex.:

SITUATION OF THE PIECES.

K. at Q. Kt. fourth sq.	K. at adv. Q. Kt. second square.
Q. at K. second square.	Q.B.P. at adv. Q.B. second square.

Suppose the *White* to play first:—

1. Q. to her second sq.	1. K. to adv. Q. Kt. sq. (or *A.*)
2. K. to Q. Kt. third sq.	2. P. becomes Q. (or *B.*)

3. Q. to Q. R. second square, giving checkmate.

(*A.*)

WHITE.	BLACK.
1.	1. K. to adv. Q. R. sq.
2. K. to Q. Kt. third sq.	2. K. to adv. Q. Kt. sq.
3. Q. takes P. giving check, &c.	

(*B.*)

2.	2. P. becomes a Kt. and checks.
3. K. to Q. R. third sq.	3. Kt. to adv. Q. third sq. to prevent checkmate at your Q. Kt. second square.
4. Q. to Q. B. third sq.	4. Can not avoid checkmate.

You win likewise, supposing the *Black* to move first; ex.:

BLACK.	WHITE.
1. K. to adv. Q. Kt. sq. (or *A.*)	1. K. to Q. B. third sq.

If you were to play your K. to Q. Kt. third square, he would *draw* the game by making a Kt. and checking K. and Q.

2. P. becomes Q. giving check. (or *B.*)	2. K. to Q. Kt. third sq.
3. Can not avoid checkmate in three moves at most.	

(*A.*)

BLACK.	WHITE.
1. K. to adv. Q. R. sq.	1. Q. to her second sq.
2. K. to adv. Q. Kt. second square.	2. K. to Q. R. fourth sq.
3. K. to adv. Q. R. sq.	3. K. to Q. Kt. third sq. &c.

(*B.*)

2. K. to adv. Q. R. sq.	2. K. takes P.
3. K. to adv. Q. R. second square.	3. Q. to adv. Q. R. third sq. and checkmates.

ANOTHER SITUATION.

WHITE.	BLACK.
K. at K. Kt. fourth sq.	K. at adv. Q. square.
Q. at adv. Q. Kt. third square.	Q. B. P. at adv. Q. B. second square.

The White, having the move, may win the game.

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1. Q. to Q. Kt. third sq.	1. K. to adv. Q. second sq.
2. Q. to Q. Kt. second sq.	2. K. to adv. Q. square.
3. K. to K. B. third sq.	3. K. to adv. Q. second sq.

If he were to move his Pawn and make a Queen, you would immediately checkmate him at your K. second square.

4. K. to his fourth sq.	4. K. to adv. Q. square.
5. K. to Q. third sq.	5. P. becomes a Q.

6. Q. to K. second square, giving checkmate.

The following situation occurs in SALVIO's Treatise; if properly played, it is a drawn game; but if the Black play as he directs him to do, he will lose the game; ex.:

SITUATION OF THE PIECES.

WHITE.	BLACK.
K. at adv. Q. R. second square.	K. at adv. Q. Kt. second square.
Q. at adv. Q. second sq.	Q. R. P. at adv. Q. R. second square.

1. Q. to her fourth sq. and checks.	1. K. to adv. Q. Kt. sq.
2. Q. to K. Kt. sq. and checks.	2. K. to adv. Q. Kt. second square.
3. Q. to Q. Kt. second sq. and checks.	3. K. to adv Q. Kt. sq.
4. Q. to adv. Q. Kt. second sq. and checks.	4. K. to adv. Q. R. sq.*
5. K. to adv. Q. Kt. third square.	5. K. to adv. Q Kt. second square.
6. K. to adv. Q. B. fourth sq. giving a *discovered* check.	6. K. to adv. Q. B. second square. (or *A.*)
7. Q. to K. Kt. second sq. giving check.	7. K. to adv. Q. Kt. sq. (or *B.*)

* SALVIO directs this move; it however occasions the loss of the game. If the Black were to play his King to the adversary's Queen's Bishop's second square, the game would be *drawn*.

WHITE.	BLACK.
8. K. to Q. Kt. fourth sq.	8. P. becomes a Q.
9. K. to Q. Kt. third sq.	9. Can not avoid being checkmated in three moves at most.

(*A.*)

6.	6. K. to adv. Q. R. sq.
7. K. to Q. Kt. fourth square.	7. K. to adv. Q. Kt. second square.
8. Q. to K. Kt. second sq. giving check.	8. K. to adv. Q. Kt. sq.
9. K. to Q. Kt. third sq.	9. P. becomes a Q.
10. Q. to K. R. square, giving checkmate.	

(*B.*)

7.	7. K. to adv. Q. Kt. third square.
8. Q. to K. B. third sq. giving check.	8. K. to adv. Q. B. second square.
9. Q. to K. second sq. giving check.	9. K. to adv. Q. Kt. third square.
10. Q. to her third sq. and checks.	10. K. to adv. Q. Kt. second square.
11. K. to Q. Kt. fourth sq.	11. P. becomes a Q. (or *C.*)
12. Q. to her second sq. giving check.	12. K. to adv. Q. Kt. sq.
13. K. to Q. Kt. third square, &c.	

(*C.*)

WHITE.	BLACK.
11.	11. K. to adv. Q. R. sq.
12. Q. to her second sq.	12. K. to adv. Q. Kt. sq.
13. K. to Q. Kt. third square, &c.	

ENDS OF GAMES,

CONSISTING OF PAWNS ONLY.

FIRST SITUATION.

A KING AGAINST A KING AND PAWN.

WHITE.	BLACK.
K. at his fourth square.	K. at his second square. K. P. at K. third square.

WHITE.	BLACK.
1. K. to adv. K. fourth sq.	1. K. to Q. second sq.
2. K. to his fourth sq.	2. K. to Q. third sq.
3. K. to Q. fourth square.	3. P. checks.
4. K. to his fourth sq.	4. K. to his third sq.
5. K. to his third sq.	5. K. to Q. fourth sq.
6. K. to Q. third square.	6. P. checks.
7. K. to his second sq.	7. K. to adv. Q. fourth square.
8. K. to Q. second sq.	8. P. checks.
9. K. to his square. (or *A*.)	9. K. to adv. Q. third sq.
10. K. to Q. square.	10. P. checks.
11. K. to his square.	11. Is compelled to abandon the Pawn; because, if he play his King to your King's third square, you will be stalemated.

If your adversary had the first move, it would be equally impossible for him to win: if he were to play his King to his Queen's third square, you should play yours to your Queen's fourth square, and your situation would then be similar to that in which you were at the third move of the above analysis.

(*A.*)

WHITE.	BLACK.

If you were to play to your Queen's square, you would lose the game; ex.:

WHITE.	BLACK.
9. K. to Q. square.	9. K. to adv. Q. third sq.
10. K. to his square.	10. P. one square.
11. K. to K. B. second sq.	11. K. to adv. Q. second square, &c.

SECOND SITUATION.

WHITE.	BLACK.
K. at his second square.	K. at adv. K. fourth sq.
	K. P. at K. third square.

The Black will win, whether he have the first move or not; ex.:

Suppose the *White* have the move;

WHITE.	BLACK.
1. K. to his sq. (or *A.*) (or *B.*)	1. K. to adv. K. third sq.

WHITE.	BLACK.

If he were to play his *Pawn*, instead of his King, you ought to play your King to his second square, and the game would be *drawn*.

2. K. to Q. square.	2. P. one square.

He would likewise win if he played his King to your King's Bishop's second square.

3. K. to his square.	3. P. one square.
4. K. to K. B. square.	4. K. to adv. Q. second square.
5. K. to K. B. second sq.	5. P. checks, and of course will become a Queen in two moves.

(*A.*)

1. K. to Q. or K. B. sq.	1. K. to adv. K. third sq.
2. K. to his square.	2. P. to K. fourth sq.
3. K. to Q. square.	3. K. to adv. K. B. second square.
4. K. to Q. second sq.	4. P. one square, &c.

(*B.*)

1. K. to Q. second sq.	1. K. to adv. K. B. third square.
2. K. to his square.	2. P. to K. fourth sq.
3. K. to Q. second sq.	3. P. to adv. K. fourth sq.

WHITE.	BLACK.
4. K. to his square.	4. K. to adv. K. third sq.

If he played the Pawn, you would draw the game.

5. K. to K. B. square.	5. K. to adv. Q. second sq.
6. K. to K. B. second sq.	6. P. checks, &c.

Suppose the *Black* to have the first move;

BLACK.	WHITE.
1. P. one square.	1. K. to K. B. second sq. (or *A.*) (or *B.*)
2. K. to adv. Q. third square.	2. K. to K. B. third sq.
3. P. checks.	3. K. to K. B. second sq.
4. K. to adv. Q. second square.	4. K. to K. B. square.
5. P. one square, &c.	

(*A.*)

1.	1. K. to Q. square.
2. K. to adv. K. B. third square.	2. K. to his square.
3. P. one square.	3. K. to K. B. square.
4. P. one square.	4. K. to his square.
5. P. one square.	5. K. to Q. second sq.
6. K. to adv. K. B. second square, &c.	

(*B.*)

BLACK.	WHITE.
1.	1. K. to his square.
2. K. to adv. K. third sq.	2. K. to K. B. square.
3. K. to adv. Q. second sq.	3. K. to K. B. second sq.
4. P. one square, &c.	

THIRD SITUATION.

WHITE.	BLACK.
K. at his second sq.	K. at adv. K. fourth sq. K. P. at K. fourth sq.

The *winning* or *drawing* of this game depends on the first move; if the *White* play first, the Black will *win*; ex.:

1. K. to K. B. second sq.	1. K. to adv. Q. third sq.
2. K. to his square.	2. K. to adv. K. third sq.
3. K. to K. B. square.	3. K. to adv. Q. second square.
4. K. to K. B. second square.	4. P. one square, &c.

But if the *Black* play first, the White will *draw* the game; ex.:

BLACK.	WHITE.
1. K. to adv. K. B. fourth square.	1. K. to K. B. second sq.

WHITE.	BLACK.
2. P. one square.	2. K. to his second sq.
3. P. one square.	3. K. to his square.
4. K. to adv. K. B. third square.	4. K. to K. B. square.
5. P. checks.	5. K. to his square, &c.

FOURTH SITUATION.

WHITE.	BLACK.
K. at his second sq.	K. at adv. K. fourth sq.
	K. P. at its own square.

The Black will win, whether he have the first move or not:

Suppose the *White* to move;

1. K. to his square.	1. P. one square.
2. K. to his second sq.	2. P. one square.
3. K. to his square.	3. K. to adv. K. third sq.
4. K. to Q. square.	4. K. to adv. K. B. second square.
5. K. to Q. second sq.	5. P. one square, &c.

Suppose the *Black* to move;

BLACK.	WHITE.
1. P. *two* squares.	1. K. to his square.
2. K. to adv. K. third sq.	2. K. to Q. square.
3. K. to adv. K. B. second square.	3. K. to Q. second sq.
4. P. one square, &c.	

FIFTH SITUATION.

WHITE.	BLACK.
K. at K. Kt. second sq.	K. at adv. K. Kt. fourth square.
	K. Kt. P. at K. Kt. third sq.

This situation is inserted to teach the amateur the method of pushing the *Knight's* Pawn to Queen; for if he were to play this Pawn in the same manner as he would the King's, Queen's, or Bishops', he would stalemate his adversary.

1. K. to K. R. second sq.	1. K. to adv. K. B. third square.
2. K. to K. R. square.	2. P. one square.
3. K. to K. Kt. square.	3. P. one square.
4. K. to K. R. second sq.	4. K. to adv. K. B. second square.

WHITE.	BLACK.
5. K. to K. R. square.	5. If it were the King's, Queen's, or Bishops' Pawn, he might play it one square, which would compel you to remove, and he would make a Queen in two moves; but being the *Knight's* Pawn, if he play it you will be *stalemated*; he must therefore play— K. to adv. K. Kt. third sq.
6. K. to K. Kt. sq.	6. K. to adv. K. R. third square.
7. K. to K. R. square.	7. P. one square.
8. K. to K. Kt. square.	8. P. one square.
9. K. to K. B. second sq.	9. K. to adv. K. R. second square, &c.

SIXTH SITUATION.

WHITE.	BLACK.
K. at his square.	K. at adv. K. fourth sq. K. P. at K. third sq.

The Black will win; ex.:

Suppose the *White* to play first;

1. K. to his second sq.	1. P. one square.
2. K. to K. B. second sq.	2. K. to adv. Q. third sq.
3. K. to his square.	3. P. one square.

WHITE.	BLACK.
4. K. to K. B. second sq.	4. P. checks.
5. K. to K. B. square.	5. K. to adv. Q. second square, &c.

Suppose the *Black* to have the first move;

BLACK.	WHITE.
1. K. to adv. K. third sq.	1. K. to K. B. square.
2. P. one square.	2. K. to his square.
3. P. one square.	3. K. to K. B. square.
4. K. to adv. Q. second square, &c.	

SEVENTH SITUATION.

WHITE.	BLACK.
K. at his fourth sq.	K. at his third square. K. P. at its own square.

In this situation, if the Black have the move, the White will *draw* the game; but if the White have the move, he will *lose* the game; ex.:

1. K. to Q. fourth sq.	1. K. to his B. fourth sq.
2. K. to adv. Q. fourth square. (or *A*.)	2. P. two squares.
3. K. to Q. B. fourth sq.	3. P. one square.

WHITE.	BLACK.
4. K. to Q. fourth sq.	4. K. to adv. K. B. fourth square.
5. K. to Q. B. third sq.	5. P. one square.
6. K. to Q. third square.	6. K. to adv. K. B. third square, &c.

(*A*.)

2. K. to his third square.	2. K. to his fourth sq.
3. K. to Q. third square.	3. K. to adv. K. B. fourth square.
4. K. to Q. fourth sq. (or *B*.)	4. P. two squares, giving check.
5. K. to Q. third square.	5. K. to adv. K. B. third square.
6. K. to Q. second sq.	6. P. one square.
7. K. to his square.	7. K. to adv. K. third sq.
8. K. to K. B. square.	8. K. to adv. Q. second square, &c.

(*B*.)

4. K. to his second sq.	4. K. to adv. K. fourth square.
5. K. to K. B. second square.	5. K. to adv. Q. third square.
6. K. to his square.	6. P. two squares.
7. K. to Q. square.	7. P. one square.
8. K. to his square.	8. K. to adv. K. third sq.
9. K. to Q. square.	9. K. to adv. K. B. second square, &c.

EIGHTH SITUATION.

WHITE.	BLACK.
K. at his third square.	K. at his third square.
	K. P. at its square.

If the White have the move, he will *draw* the game by playing the King to his fourth square, &c. But if the Black have the move, he will *win* the game, by playing the King to his fourth square, and then to the adversary's Queen's fourth square, or to the adversary's King's Bishop's fourth square, according to the White's *second* move.

NINTH SITUATION.

WHITE.	BLACK.
K. at his second square.	K. at his third square.
	K. P. at its square.

The Black *wins* whether *he play first* or *not :*

Suppose the *White* to play first;

1. K. to his third sq. (or *A.*)	1. K. to his fourth sq.
2. K. to his B. third sq.	2. K. to adv. Q. fourth sq.

WHITE.	BLACK.
3. K. to his second sq. (or *B.*)	3. K. to adv. K. fourth square.
4. K. to K.B. second sq.	4. K. to adv. Q. third square, &c.

(*A.*)

1. K. to Q. third square.	1. K. to Q. fourth sq.
2. K. to his third sq.	2. K. to his fourth sq.
3. K. to Q. third square.	3. K. to adv. K. B. fourth square.
4. K. to his second sq.	4. K. to adv. K. fourth square.
5. K. to Q. second square.	5. P. *one* square. If he played it *two* squares, it would be a *drawn* game.
6. K. to his second sq.	6. P. one square.
7. K. to K. B. second sq.	7. K. to adv. Q. third square, &c.

(*B.*)

3. K. to K.B. fourth sq.	3. P. two squares, giving check.
4. K. to K. B. third sq.	4. K. to adv. Q. third sq.
5. K. to K.B. second sq.	5. P. one square.
6. K. to K. B. square.	6. P. one square.
7. K. to his square.	7. P. one square, &c.

Suppose the *Black* to have the move;

BLACK.	WHITE.
1. K. to his fourth sq.	1. K. to his third sq.
2. P. one square.	2. K. to Q. third sq.
3. K. to adv. K. B. fourth square.	3. K. to his second sq.
4. K. to adv. K. fourth square,	4. K. to his B. second square.

If he played the Pawn it would be a *drawn* game.

5. K. to adv. Q. third square, &c.

TENTH SITUATION.

WHITE.	BLACK.
K. at his square.	K. at his third square.
	K. P. at its square.

Black wins; it is immaterial who has the move.

ELEVENTH SITUATION.

BLACK.	WHITE.
K. at his square.	K. at his square.
K. P. at its square.	

The event of this situation depends on the move: if the *Black play first, the White will lose.*

BLACK.	WHITE.
1. K. to K.B. second sq.	1. K. to his second sq.
2. K. to his third square.	2. The same. (or *A.*)
3. K. to his fourth sq.	3. K. to Q. third sq.
4. K. to adv. K.B. fourth square.	4. K. to his second sq.
5. K. to adv. K. fourth sq.	5. K. to his square.
6. K. to adv. K. third sq.	6. K. to K.B. square.
7. P. two squares.	7. K. to his square.
8. P. one square.	8. K. to K. B. square.
9. K. to adv. Q. second square, &c.	

(*A.*)

2.	2. K. to K. B. third sq.
3. K. to K.B. fourth sq.	3. K. to his second sq.
4. K. to adv. K. fourth square.	4. K. to his square.
5. P. *one* square.	5. K. to his second sq.
6. P. one square.	6. K. to his square.
7. K. to adv. K. third sq.	7. K. to Q. square.
8. K. to adv. K. B. second square, &c.	

But if the *White* play first, the game will be *drawn;* ex.:

WHITE.	BLACK.
1. K. to his second sq.	1. K. to K. B. second square.
2. K. to his third sq.	2. The same.

WHITE.	BLACK.
3. K. to his fourth sq.	3. K. to Q. third sq.
4. K. to Q. fourth square.	4. P. one square.
5. K. to his fourth sq.	5. P. one square.
6. K. to his third sq.	6. K. to Q. fourth sq.
7. K. to Q. third square.	7. P. one square, giving check.
8. K. to his third square, &c.	

When the Pawn is within *three* squares of Queen, and its King is in front of it, the Pawn will make a Queen, whether the Black or the White have the move.

TWELFTH SITUATION.

WHITE.	BLACK.
K. at his square.	K. at adv. K. B. third sq.
	K. P. at adv. K. fourth sq.

If the White have the move, the Black must push the Pawn, and if the White play on the second move to King's square, the Pawn may again be pushed, as it does *not* check; but if the White play to his Queen's square, the Black must play differently, else the game will be *drawn;* ex.:

1. K. to Q. second sq.	1. P. checks.

WHITE.	BLACK.
2. K. to Q. square.	2. If the Black play the Pawn, giving check, the King will move to his square, and draw the game: instead of playing the Pawn, the Black must play his King to the adversary's King's Bishop's second square, &c.

In the above situation, if the Black have the move, he must play his King to the adversary's King's third square, &c.

If the White King, instead of being at *his* square, were at his Bishop's square, and it were the *White's move*, the Black ought to play his King; for if he played his *Pawn*, the game would be *drawn;* but if the Black have the move, he may play his Pawn.

If the White King be at his *Queen's* square, the game must be played exactly as if he were at his *Bishop's* square.

Lastly, it is an invariable rule, that, when the Pawn does *not* check when it is played to *its seventh square*, it will go to Queen; but if it *check*, the game will be drawn; therefore the player who has the Pawn, must calculate attentively, and play it with great caution, else his adversary will frequently be enabled to *draw* the game.

Situations *similar* to the following, frequently occur at the end of a game.

WHITE.	BLACK.
K. at adv. Q. B. third sq.	K. at Q. R., Q. Kt., or Q. B. square. K. R. P. at K. R. third sq.

The player of the White is sometimes in doubt whether he can prevent the adversary's Pawn from becoming a Queen, and he finds himself obliged to calculate all the moves on both sides. A much shorter, as well as a more scientific method, is to examine *whether the King be in the quadrangle formed by the Pawn and that square where it will become a Queen.* If the King be IN *the quadrangle,* he will overtake the Pawn, though the latter should play first; therefore, in the above situation, though the Pawn have the first move, the King will stop its progress.

Though the King be *one move* BEYOND *the quadrangle;* if *he have the first move,* he may stop the Pawn: suppose, for example, he be at the adversary's Queen's *Knight's* third square, if he move first, he will of course play IN THE QUADRANGLE, and consequently stop the Pawn. It must be observed, that, if the Pawn *have not moved,* the King should have the first move, else the Pawn will get to Queen, on account of its moving *two* squares at first.

ENDS OF GAMES
WITH PAWNS ON BOTH SIDES.

FIRST SITUATION.

BLACK.	WHITE.
K. at adv. K. B. fourth sq.	K. at his B., Kt. or R. sq.
K. Kt. P. at adv. K. Kt. fourth square.	K. R. P. at its own sq.
K. R. P. at adv. K. R. fourth sq.	

In this situation, though the Black have the move, the White will *draw the game*; for if the Black, after having played his King to the adversary's King's Bishop's third square, should push his King's Knight's Pawn one square, the White (having his King at his KNIGHT's square) may draw the game in three different ways; 1st, by playing his King to his Rook's square; 2dly, by taking the Knight's Pawn with his Pawn; and 3dly, by playing his Pawn one square. But when the Black has his King at the adversary's King's Bishop's third square, and his King's Knight's Pawn at the adversary's King's Knight's third square (*en prise* of the White Rook's Pawn); if the White have his King at his *Bishop's* or *Rook's* square, he must carefully avoid *taking* the Knight's Pawn, but he must either play his King to his Knight's square, or push his Pawn one square.

But in the following situation, though so nearly similar to the last, the event of the game depends on the first move.

SECOND SITUATION.

BLACK.	WHITE.
K. at his B. fourth sq.	K. at his Kt. third sq.
K.Kt.P. at K.Kt. fourth square.	K. R. P. at K. R. third square.
K.R.P. at K. R. fourth sq.	

If the *Black play first* he will *win* the game; but if the *White have the move*, he will *draw* the game. The difference between the event of this situation, and the result of the last, arises from the White Pawn's being *moved*, for if it were at *its square*, the game would be *drawn*, as the King could not be removed from his Rook's square; but the Pawn's being moved, though only *one* square, deprives his King of that safe retreat, and occasions the loss of the game.

That scientific player *Carréra* has unaccountably fallen into error, by asserting in unqualified terms, that, "*The Rook's Pawn* DRAWS *the game against the Knight's and Rook's Pawns.*" That his assertion is erroneous, the following demonstration will incontestably evince.

1. K. to adv. K. fourth square.	1. K. R. P. one square. (or *A.*) (or *B.*) (or *C.*)

BLACK.	WHITE.
2. K. Kt. P. one square.	2. If the White play his King to his *Rook's second square*, the Black will play his King to the adversary's King's Bishop's third square, and then to the adversary's King's Knight's third square, &c. If the White, instead of playing to his Rook's second square, play his King to his *Knight's second square*, the Black will play his King to the adversary's King's Bishop's fourth square, after which, if the White *retreat* to his Rook's second square, the Black will move his King to the adversary's King's Bishop's third square, and then to the adversary's King's Knight's third square, &c.; and if, in lieu of *retreating* to his Rook's second square, the White play his King to his Bishop's second square, the Black will check with his Knight's Pawn, and then play his King to the adversary's King's Knight's fourth square. Therefore the best move the White can play is, K. to his B. second sq.
3. K. to adv. Q. third square, and not to adv. K. B. fourth square, as Carréra has directed.	3. K. to his B. sq. (or *D.*)
4. K. to adv. K. third square.	4. K. to his Kt. second square.
5. K. to adv. K. B. fourth square.	5. K. to K. B. second sq.
6. Kt. P. checks.	6. K. to his Kt. second square.
7. K. to adv. K. Kt. fourth square, &c.	

(*A.*)

BLACK.	WHITE.
1.	1. K. to his R. second sq.
2. K. to adv. K. B. third square.	2. R. P. one square.
3. Kt. P. one square.	3. K. to his Kt. square.
4. K. to adv. K. Kt. third square, &c.	

(*B.*)

BLACK.	WHITE.
1.	1. K. to his Kt. second square.
2. K. R. P. one square.	2. K. to his B. second square.
3. K. to adv. K. B. fourth square.	3. K. to K. Kt. second sq.
4. K. to adv. K. third sq.	4. K. to K. R. square.
5. K. to adv. K. B. third square.	5. K. to K. R. second sq.
6. K. to adv. K. B. second square, and then to adversary's K. Kt. third square, &c.	

(*C.*)

BLACK.	WHITE.
1.	1. K. to K. B. second sq.
2. K. to adv. K. B. fourth square.	2. K. to K Kt. second sq. (or *E.*)
3. K. to adv. K. third sq.	3. K. to K. Kt. third sq.
4. K. to adv. K. second sq.	4. R. P. one sq. (or *F.*)

BLACK.	WHITE.
5. K. Kt. P. one square.	5. K. to K. Kt. second square.
6. K. to adv. K. third sq.	6. K. to K. Kt. third sq.
7. K. to adv. K. fourth sq.	7. K. to K. B. second sq.
8. K. to adv. Q. third sq.	8. K. to his B. square.
9. K. to adv. K. third sq.	9. K. to K. Kt. second square.
10. K. to adv. K. B. fourth square.	10. K. to K. B. second sq.

11. K. Kt. P. checks, and then the King moves to the adversary's King's Knight's fourth square, &c.

(*D.*)

3.	3. K. to K. Kt. square.
4. K. to adv. K. third sq.	4. K. to K. Kt. second square.
5. K. to adv. K. B. fourth square.	5. K. to K. R. second sq.

6. K. to adv. K. B. third square, and then to the adversary's K. Kt. third square, &c.

(*E.*)

2.	2. R. P. one square.
3. K. Kt. P. one square.	3. K. to K. Kt. second square.
4. K. to adv. K. fourth square.	4. K. to K. Kt. third sq.

BLACK.	WHITE.
5. K. to adv. K. third sq.	5. K. to his Kt. second square.
6. K. to adv. K. B. fourth square, &c.	

(*F.*)

4.	4. K. to his Kt. second square.
5. K. R. P. one square.	5. K. to his Kt. square.
6. K. to adv. K. B. third square.	6. K. to his R. second square.
7. K. to adv. K. B. second square, and then to adv. K. Kt. third square, &c.	

By this analysis, it is evident that the *Black, having the move, will win the game :* the following demonstration proves, that, *if the White have the first move, the game will be drawn.*

WHITE.	BLACK.
1. K. to K. B. third sq.	1. K. R. P. one square. (or *G.*)
2. K. to his third square.	2. K. to his fourth sq.
3. K. to K. B. third sq.	3. K. to *his own* third sq. or to his B. third sq.
4. K. to K. Kt. fourth sq.	4. K. to *his* B. third sq. or to his *Kt.* third sq.
5. K. to K. B. third sq.	5. K. to K. B. fourth sq.
6. K. to his third sq. (as at the second move.)	6. K. Kt. P. one sq.

WHITE.	BLACK.

7. R. P. takes P. giving check, and then the King plays to his Bishop's second square, to his Knight's square, and lastly, to his Rook's square, whence the Black will be unable to drive him.

(*G.*)

WHITE.	BLACK.
1.	1. K. to his third sq. or to his B. third sq.

The White must carefully retrograde on the *same* line as the Black King: suppose the Black King to be at his *Bishop's* third square, the White must play

WHITE.	BLACK.
2. K. to his *B.* second square.	2. The same.
3. K. to his B. square.	3. The same.
4. K. to K. B. second sq.	4. K. to *his* second sq.
5. K. to *his* third square.	5. K. to *his B.* third sq.

6. K. to *his* B. second square, observing carefully to play on the *same* line as the Black King, and within *one*, *three*, or *five*, squares from him, &c.

If the Black, at the first move (of this Variation G.), should play his King to his third square, the White ought to play his King to his second square, and then if the Black play the King to his fourth square, the White must play the King to his third square, &c. If instead of playing his King to his fourth square (at the second move) the Black were to play his King to his Queen's third square, the White may play his King to

his Queen's second square. If *then* the Black play his King to his Queen's Bishop's third square, the White may move his King to his Queen's Bishop's second square; for though the Black should play the King's Knight's Pawn one square, the game will still be *drawn* whether the Black *take* the White Pawn or *not*: in the *latter* case, both players will have a Queen: in the *former*, the King will overtake the Pawn.

THIRD SITUATION.

BLACK	WHITE.
K. at adv. K. fourth sq.	K. at his second square.
K. Kt. P. at adv. K. Kt. fourth square.	K. R. P. at its square.
K. R. P. at adv. K. R. fourth square.	

This is a drawn game. If the player of the White have the move, it is obvious, that, by retiring his King to his Rook's square, he will very easily draw the game: and if the player of the Black have the first move, the White will *likewise draw* the game; ex.:

1. Kt. P. one square.	1. R. P. one sq. (or *A.*) (or *B.*)
2. K. to adv. K. B. fourth square.	2. K. to his B. square.

BLACK.	WHITE.
3. K. to adv. K. B. third square.	3. K. to his Kt. square.
4. Kt. P. one square.	4. K. to his R. second sq.

The Black is obliged to abandon his Knight's Pawn, as he can not support it without stalemating his adversary.

(*A.*)

If the White were to take the Knight's Pawn he would lose the game; ex.:

1.	1. P. takes Kt. P.
2. R. P. takes P.	2. K. to his *B.* sq. (or *C.*)
3. K. to adv. K. B. third square.	3. K. to his Kt. square.
4. P. to adv. K. Kt. second square.	4. K. to his R. second square.
5. K. to adv. K. B. second square, &c.	

(*B.*)

The White may equally *draw* the game by playing the following moves:

BLACK.	WHITE.
1. *Kt. P. one square.*	1. K. to his B. square.

If the Black take the Pawn, the White will move his King to his Knight's second square, and of course will easily *draw* the game; and if the Black, instead of taking the Pawn, should play—

2. K. to adv. K. B. third square.	2. K. to his Kt. square, or the P. one sq. &c

(C.)

BLACK.	WHITE.
2.	2. K. to his square.
3. K. to adv. K. third sq.	3. K. to his B. square.

4. K. to adv. K. B. third square, and then the Pawn one square, &c.

FOURTH SITUATION.

WHITE.	BLACK.
K. at his B. fourth sq.	K. at his B. second sq.
K. R. P. at its square.	K. Kt. P. at its square.
	K. R. P. at its square.

White to move; Black must win; ex.:

1. K. to adv. K. B. fourth square.	1. R. P. one square.
2. K. to K. B. fourth sq.	2. K. to his B. third sq.
3. K. to his Kt. fourth sq.	3. K. to his Kt. third sq.
4. K. to his R. fourth sq.	4. R. P. to its fourth sq.
5. K. to his R. third sq.	5. K. to his Kt. fourth square.
6. K. to his Kt. third sq.	6. R. P. checks.
7. K. to his R. third sq.	7. K. to his R. fourth sq.

WHITE.	BLACK.
8. K. to his Kt second sq.	8. K. to adv. K. Kt. fourth square.
9. K. to his Kt. square. (or *A*.)	9. K. to adv. K. R. third square.
10. K. to his R. square.	10. Kt. P. *two* squares.

It must be particularly observed, that, if the White King should be at his *Knight's* square, the Pawn must be played only *one square*.

11. K. to his Kt. square.	11. Kt. P. to adv. K. Kt. fourth square.
12. K. to his R. square.	12. Kt. P. to adv. K. Kt. third square.
13. P. takes P.	13. R. P. takes P.
14. K. to his Kt. square.	14. P. to adv. K. Kt. second square, &c.

(*A*.)

9. P. checks.	9. K. to adv. K. B. fourth square.
10. K. to his B. second sq.	10. Kt. P. one sq. (to gain the move.)
11. K. to his Kt. second square.	11. K. to adv. K. third square.
12. K. to his Kt. square.	12. K. to adv. K. B. third square.
13. K. to his R. second sq.	13. K. to adv. K. B. second square.
14. K. to his R. square.	14. K. to adv. K. Kt. third square, &c.

FIFTH SITUATION.

BLACK.	WHITE.
K. at adv. K. fourth sq.	K. at his second square.
K. Kt. P. at adv. K. Kt. fourth square.	K. Kt. P. at its square.
K. R. P. at adv. K. R. fourth square.	

Black to move; nevertheless White *draws* the game; ex.:

1. K. Kt. P. one square. (or *A.*) (or *B.*) (or *C.*)	1. K. to his B. square.
2. K. to adv. K.B. fourth square.	2. K. to his Kt. square.
3. K. to adv. K.Kt. fourth square.	3. K. to his R. square.
4. R. P. one square.	4. Must cautiously avoid taking it; instead of which, he must play his King to his Knight's square, and the game is *unquestionably drawn.*

(*A.*)

1. R. P. one square.	1. Kt. P. takes it.

If the Black take with his Pawn, the White will capture it in two moves: and, if he should play his

2. Kt. P. to adv. K. Kt. third square.	2. P. to K. R. fourth sq

BLACK.	WHITE.
3. K. to adv. K.B. fourth square.	3. P. to adv. K. R. fourth square.

4. The Black is now compelled to play his King to his Knight's fourth square, and the White, moving his King to his Bishop's third square, obviously draws the game; each King capturing his adversary's Pawn.

(*B.*)

1. K. to adv. K.B. fourth square.	1. K. to his B. second square.
2. Kt. P. checks.	2. K. to his B. square.
3. K. to adv. K. third sq.	3. K. to his Kt. square.
4. K. to adv K. second square.	4. K. to his R. square.
5. R. P. one square.	5. Must not take it, but he must play his King to his Kt. square.
6. K. to adv. K. third sq.	6. Kt. P. takes R. P.
7. K. to adv. K. B. third square.	7. P. one sq. &c. the drawn game is evident.

(*C.*)

1. K. to his B. fourth sq.	1. K. to his B. second sq.
2. K. to adv. K.B. fourth square.	2. P. to K. Kt. third sq. and checks.
3. R. P. takes and checks.	3. K. to his Kt. second square.

BLACK.	WHITE.
4. K. to his B. fourth sq.	4. K. takes the P.
5. K. to his Kt. fourth sq.	5. K. to his Kt. second sq.
6. K. to adv. K.B. fourth square.	6. K. to his B. second sq. &c.

SIXTH SITUATION.

WHITE.	BLACK.
K. at his Kt. square.	K. at his R. fourth sq.
Q. B. P. at adv. Q. B. fourth square.	K. R. P. at adv. K. R. fourth square.
Q. Kt. P. at adv. Q. Kt. fourth square.	K. Kt. P. at adv. K. Kt. third square.
Q. R. P. at adv. Q. R. fourth square.	Q. B. P. at its square.
	Q. Kt. P. at its square.
	Q. R. P. at its square.

The Player of the White wins by a scientific move.

1. Q. Kt. P. to adv. Q. Kt. third square.	1. Q. B. P. takes P. (or A.)
2. Q. R. P. one square.	2. Q. Kt. P. takes P.
3. Q. B. P. to adv. Q. B. third square.	3. K. to adv. K. Kt. fourth square.
4. P. to adv. Q. B. second square.	4. K. to adv. K. B. third square.

5. P. becomes a Q. and wins the game with facility.

(*A.*)

WHITE.	BLACK.
1.	1. Q. R. P. takes Q. Kt. P.
2. Q. B. P. to adv. Q. B. third square.	2. Q. Kt. P. takes P.
3. Q. R. P. to adv. Q. R. third square.	3. K. to adv. K. Kt. fourth square.
4. P. to adv. Q. R. second square.	4. K. to adv. K. B. third square.
5. P. becomes a Q.	5. K. R. P. to adv. K. R. third square.

6. Q. takes P. which is at adv. Q. B. third square, gives check, and easily wins the game.

SEVENTH SITUATION

WHITE.	BLACK.
K. at his B. second sq.	K. at adv. K. fourth sq.
K. Kt. P. at its third sq.	K. B. P. at adv. K. B. third square.
	K. Kt. P. at adv. K. Kt. fourth square.

Lolli and Cozio, two celebrated Italian writers on Chess, call this a *drawn* game, whether the Black or

the White play first: it may however be easily *won* by the Black, by sacrificing his King's Bishop's Pawn; ex.:

Suppose the *White* to move first;

WHITE.	BLACK.
1. K. to his B. square.	1. K. to adv. K. third square.
2. K. to his square.	2. B. P. checks.
3. K. to his B. square.	3. K. to adv. Q. second square.
4. K. takes B. P.	4. K. to adv. Q. third sq.
5. K. to his B. square.	5. K. to adv. K. third sq.
6. K. to his Kt. second square.	6. K. to adv. K. second square.
7. K. to his R. square.	7. K. to adv. K. B. third square.
8. K. to his R. second sq.	8. K. to adv. K. B. second square.
9. K. to his R. square.	9. K. takes P.
10. K. to his Kt. square.	10. K. to adv. K. R. third square.
11. K. to his R. square.	11. P. to adv. K. Kt. third square.
12. K. to his Kt. square.	12. P. one square; and it will of course become a Queen in two moves.

Suppose the *Black* to have the move :

BLACK.	WHITE.
1. K. to adv. Q. third sq.	1. K. to his B. square.
2. B. P. to adv. K. B. second square.	2. K. takes it.
3. K. to adv. Q. second square.	3. K. to his B. square.
4. K. to adv. K. third sq.	4. K. to his Kt. second square.
5. K. to adv. K. second square.	5. K. to his Kt. square.
6. K. to adv. K. B. third square.	6. K. to his R. second square.

7. K. to adv. K. B. second square, &c.

SOLUTIONS

OF

THE SEVENTY-EIGHT SITUATIONS

INSERTED IN

PART I. PAGE 97, ET SEQ.

SOLUTION

OF

THE FIRST SITUATION.

WHITE.	BLACK.
1. K. R. takes K. R. P. and checks.	1. K. takes K. R.
2. K. R. P. checks.	2. K. to his R. square.
3. Q. R. to K. R. sq. and checks.	3. K. B. to K. R. third square.
4. Q. R. takes K. B. and checks.	4. K. to his Kt. second square.
5. Q. R. to adv. K. R. second sq. and checks.	5. K. to his B. sq.*
6. Q. B. to adv. K. R. third square, giving checkmate.	

* If the Black play the King to his Bishop's third square, you must checkmate him with your Queen's Bishop.

SECOND SITUATION.

BLACK.	WHITE.
1. Q. to adv. Q. B. fourth square.	1. Must not take Q. but ought to play Q. to adv. Q. R. fourth sq.
2. Q. takes Kt.	2. Kt. to Q. second sq.
3. Q. to adv. Q. Kt. second square.	3. K. R. to Q. Kt. sq.
4. Q. takes Kt.	4. Q. takes Q. Kt.
5. Q. R. to Q. Kt. sq. (or *A.*)	5. Q. takes Q. R. P. and checks.
6. Q. Kt. P. takes Q.	6. Q. R. takes P. and gives checkmate.

(*A.*)

5. Q. R. to Q. B. second square.	5. Q. to adv. K. sq. and checks.
6. K. to Q. R. second square.	6. Q. R. takes Q. R. P. and checks.
7. Q. Kt. P. takes Q. R.	7. Q. to adv. Q. Kt. sq. giving checkmate.

THIRD SITUATION.

WHITE.	BLACK.
1. R. to adv. K. Kt. second square, and checks.	1. K. to his R. square.
2. R. to adv. K. R. second square, and checks.	2. K. to his Kt. square.
3. Q. B. to Q. fourth sq.	3. R. to K. B. third sq. and checks.
4. Q. B. takes R.	4. Kt. to K. fourth sq. and checks.
5. Q. B. takes Kt.	5. K. to his B. square.
6. K. to adv. K. B. third square.	6. K. to his Kt. sq.*
7. R. to adv. K. Kt. second sq. and checks.	7. K. to his R. square.
8. K. to adv. K. Kt. third square.	8. Q. P. or Q. R. P. becomes a Q.
9. R. to adv. K. R. second sq., giving double check.	9. K. to his Kt. square,
10. R. to adv. K. R. square, giving checkmate.	

* If he were to play the King to his square, you should play your King to adversary's King's third square, and then checkmate with the Rook.—Ed.

FOURTH SITUATION.

BLACK.	WHITE.
1. Q. takes Kt.	1. K. B. P. takes Q.
2. R. takes Q.	2. K. Kt. P. two sq.
3. K. R. P. takes P.	3. Q. Kt. P. one square.
4. Q. R. P. takes Q. Kt. P. (or A.)	4. Q. R. P. one square.

5. Can not prevent the White from going to Queen.

(*A.*)

BLACK.	WHITE.
4. R. to its third square.	4. Q. Kt. P. one sq.
5. Loses the game.	

FIFTH SITUATION.

BLACK.	WHITE.
1. K. Kt. P. two squares.	1. Q. B. takes K. Kt. P.
2. R. to K. Kt. second square. (or *A.*)	2. Q. B. to adv. K. B. third square.
3. Q. to her second sq.	3. Q. to adv. K. Kt. third square, and checks.
4. R. takes Q.	4. R. to adv. K. R. sq. and checkmates.

(*A.*)

BLACK.	WHITE.
2. K. R. P. takes Q. B.	2. Q. to K. R. third sq. and checks.
3. K. to K. Kt. second square.	3. Q. to adv. K. R. sq. and checkmates.

SIXTH SITUATION.

BLACK.	WHITE.
1. R. takes K. P. and checks.	1. R. takes R.
2. Q. P. one square.	2. R. to adv. Q. fourth square.
3. K. takes R.	3. Q. P. one square.
4. K. to adv. K. fourth square. (or *A.*)	4. Q. P. becomes a Q. and will easily win the game.

(*A.*)

4. Q. P. becomes a Q.	4. Q. P. becomes a Q. gives check, and will take adv. Q.

SEVENTH SITUATION.

WHITE.	BLACK.
1. Q. R. takes K. Kt. P. and checks.	1. K. R. takes R.
2. K. R. takes K. R. P. and checks.	2. K. to his Kt. square.
3. Kt. to adv. K. second sq. and checks.	3. Q. takes Kt. to avoid checkmate in two moves.
4. Q. takes Q. &c.	

EIGHTH SITUATION.

WHITE.	BLACK.
1. Kt. takes K. B. P.	1. K. R. to adv. Q. sq. giving check.*
2. Q. takes K. R.	2. K. Kt. P. takes Kt. (or *A*.)
3. R. takes R. and checks.	3. K. to his Kt. second square.
4. Q. to adv. Q. second sq. and checks.	4. K. to his R. third sq.

* This is the only move to avoid checkmate.

WHITE.	BLACK.
5. R. to adv. K. Kt. sq.	5. Q. to adv. K. sq. and checks.
6. K. to his R. second sq.	6. Q. to adv. K. third sq.
7. Q. to adv. K. Kt. second sq. and checks.	7. K. to his R. fourth sq.
8. Q. to K. Kt. fourth sq. and checks.	8. K. to his R. third sq.

9. Q. to K. R. fourth square, giving checkmate.

(*A.*)

2.	2. Q. to K. B. square.
3. Q. to adv. K. R. fourth square.	3. Q. to K. Kt. sq. (or *B.*)
4. Q. takes K. R. P. and checks.	4. Q. takes Q.
5. R. takes R. and checks.	5. Q. interposes at K. Kt. square.

6. R. takes Q. and gives checkmate.

(*B.*)

3.	3. K. R. P. one square.
4. Q. takes K. R. P. and checks.	4. K. Kt. P. takes Q.

5. R. to adv. K. R. second square, and checkmates.

NINTH SITUATION.

BLACK.	WHITE.
1. *K. Kt. P. one square.*	1. Q. R. to K. Kt. third square.
2. K. Kt. P. takes Q. (or *A.*) (or *B.*) (or *C.*)	2. Q. R. to adv. K. Kt. second sq. and checks.
3. K. to his R. square.	3. Q. R. takes K. B. and checks.
4. K. R. to K. B. third square.	4. Q. B. takes K. R. and checks.
5. K. to his Kt. square.	5. K. R. to K. Kt. sq. and checks.
6. K. to his B. square.	6. Q. R. takes Q.
7. R. to Q. Kt. square.	7. K. R. to adv. K. Kt. second square, and then to adv. K. R. second square, in order to checkmate at adv. K. R. square.

(*A.*)

2. K. R. to its Kt. square.	2. Q. takes K. R. P. and checks.
3. K. takes Q.	3. K. to his Kt. second sq. giving check with K. R.
4. K. B. to adv. K. R. fourth square.	4. K. R. takes B. giving checkmate.

(*B.*)

BLACK.	WHITE.
2. K. Kt. P. one square.	2. K. to his Kt. second square.
3. K. B. to its third sq.	3. Q. takes K. R. P. and checks.
4. K. to his Kt. square.	4. Q. R. takes K. Kt. P. and checks.
5. K. to his B. second square.	5. Q. takes K. B. and checks.
6. K. to his square.	6. K. R. to K. sq. and checks.
7. K. to Q. second sq.	7. Q. to adv. K. third sq. and checkmates.

(*C.*)

2. K. B. to its Kt. fourth square.*	2. Q. takes K. B.
3. K. R. P. takes Q.	3. K. to his Kt. second sq. giving a discovered check.
4. K. to his Kt. square.	4. K. R. to adv. K. R. sq. and checks.
5. K. to his B. second square.	5. K. R. to adv. K. R. second sq. and checks.
6. K. to his Kt. square.	6. K. R. takes Q. and will easily win the game.

* This is the *best* move that the Black can play in this situation, as he loses only a piece.

TENTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. Q.B. third sq. giving check.	1. K. Kt. P. one square.
2. Q. to K. fourth sq.	2. K. R. P. to adv. K. R. third square.
3. Q. takes K. Kt. P. and checks.	3. Is compelled to take the Queen, and the game is *drawn*, the White King being *stalemated*.

ELEVENTH SITUATION.

WHITE.	BLACK.
1. Q. R. takes Q. P.	1. K. P. takes Q. R.*
2. Kt. to adv. K.B. third sq. and checks.	2. K. Kt. P. takes Kt.
3. K. R. to adv. K. sq. and checks.	3. K. to his Kt. second square.
4. Q.B. to adv. K. B. sq. and checks.	4. K. to his Kt. or R. sq.
5. Q.B. to adv. K.R. third square, giving checkmate by discovering K. R.	

* It is evident that if the Queen take the Rook, White will easily win.—ED.

TWELFTH SITUATION.

WHITE.	BLACK.
1. K. R. to Q. square.	1. Q. to adv. Q. Kt. second sq.
2. K. R. to adv. Q. sq. giving check.	2. K. Kt. to its square.
3. K. R. takes K. Kt. and checks.	3. K. takes K. R.
4. K. P. to adv. K. second sq. giving check with K. B.	4. Q. takes K. B.
5. K. P. becomes a Q. and checks.	5. K. R. to K. B. sq.
6. Q. takes R. and checks.	6. K. takes Q.
7. Q. R. P. takes Q. and will win the game.	

THIRTEENTH SITUATION.

WHITE.	BLACK.
1. R. from Q. B. sq. to K. Kt. square.	1. K. B. takes Q. R.
2. K. R. takes Kt. and checks.	2. K. R. takes K. R.

WHITE.	BLACK.

3. The game is drawn; the White King being *stale-mated.*

If at the second move the Black should not take the King's Rook, the White will nevertheless draw the game, by sacrificing his King's Rook for the Queen's Knight's Pawn, as the player of the Black will be unable to *win*, though he has a Pawn and a Bishop; that Pawn being on the Rook's file, and the Bishop of a colour different from that of the Rook's square on which the Pawn would become a Queen.

FOURTEENTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. Q. B. fourth sq. and checks.	1. Q. P. is compelled to take Q.
2. K. R. to adv. Q. sq. giving checkmate.	

FIFTEENTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. R. second sq. and checks.	1. Kt. takes Q.
2. Kt. to adv. K. Kt. third sq. and checks.	2. K. to his Kt. square.
3. K. B. to adv. Q. fourth square, and checkmates.	

SIXTEENTH SITUATION.

WHITE.	BLACK.
1. R. to Q. R. fourth sq. and checks.	1. Q. to Q. R. fourth sq.
2. Q. Kt. to adv. Q. B. fourth sq. giving check with K. B.	2. Q. R. takes K. B.
3. R. to adv. Q. R. second sq. and checks.	3. Q. takes R.
4. P. one square, and checkmates.	

SEVENTEENTH SITUATION.

WHITE.	BLACK.
1. K. to adv. K. B. second square.	1. K. to his R. second square.
2. B. to adv. K. B. square.	2. K. to his R. square.
3. B. to adv. K. Kt. second sq. and checks.	3. K. to his R. second square.
4. P. one square, giving checkmate.	

EIGHTEENTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. B. third sq. and checks.	1. Q. takes Q.
2. Kt. at adv. Q. fourth square takes Q.	2. Q. R. P. one sq. (or *A.*)
3. Kt. to adv. K. fourth square.	3. Q. R. P. becomes a Q.
4. Kt. to adv. K. B. second square, or to K. Kt. third square, and checkmates.	

(*A.*)

WHITE.	BLACK.
2.	2. Kt. to adv. K. B. second square.
3. Kt. to adv. K. fourth square.	3. Kt. to adv. K. Kt. fourth sq. and checks.
4. Kt. at adv. K. fourth sq. takes Kt.	4. Q. R. P. one square.
5. Kt. to adv. K. fourth square.	5. Q. R. P. becomes a Q.
6. Kt. checkmates.	

NINETEENTH SITUATION.

Suppose the *White* to move;

WHITE.	BLACK.
1. R. to adv. Q.B. second sq. and checks.	1. K. to his R. third sq.
2. R. to adv. K. R. second sq. and checks.	2. K. R. takes it.
3. Kt. to adv. K. Kt. sq. and checks.	3. K. to his Kt. fourth square.

4. Q. B. to adv. K. B. third sq., and checkmates.

Suppose the *Black* to move;

BLACK.	WHITE.
1. K. R. to adv. K. R. third sq. and checks.	1. K. is compelled to take K. R.
2. Q. to adv. K. Kt. second sq. and checks.	2. K. to his R. fourth sq.
3. Q. takes K. R. P. and checks.	3. K. to adv. K. Kt. fourth square.
4. Q. to K. R. third square, and checkmates.	

TWENTIETH SITUATION.

WHITE.	BLACK.
1. K. B. to adv. Q. second sq. and checks.	1. K. to Q. sq. (or *A.*) (or *B.*)
2. K. B. to adv. K. third sq. and checks with the Q.	2. K. to his second sq.
3. Q. to adv. Q. second sq. and checks.	3. K. to his B. third sq.
4. Q. to adv. K. B. second square, and checkmates.	

(*A.*)

WHITE.	BLACK.
1.	1. K. to Q. Kt. square.
2. Q. to her Kt. third sq. and checks.	2. K. B. to Q. Kt. third square.
3. Q. to adv. K. Kt. sq. and checks.	3. K. to Q. Kt. second square.

4. Q. to adv. Q. B. square, and checkmates.

(*B.*)

WHITE.	BLACK.
1.	1. K. to Q. Kt. second square.
2. Q. to adv. Q. Kt. fourth sq. and checks.	2. K. B. interposes.
3. Q. to adv. Q. R. third sq. and checks.	3. K. takes Q.

4. K. B. to adv. Q. B. square, and checkmates.

TWENTY-FIRST SITUATION.

WHITE.	BLACK.
1. Kt. to adv. K. second sq. and checks.	1. K. to his R. square.
2. Q. to adv. K. Kt. sq. and checks.	2. K. R. takes Q.

WHITE.	BLACK.
3. Kt. takes Q. B. and checks.	3. K. R. P. takes Kt.

4. Q. R. to K. R. fourth square, and checkmates.

TWENTY-SECOND SITUATION.

WHITE.	BLACK.
1. Q. R. to K. Kt. second sq. and checks.	1. K. to his B. square.
2. Kt. to adv. Q. second sq. and checks.	2. R. takes Kt.
3. K. R. to adv. K. sq. and checks.	3. K. takes K. R.

4. Q. R. to adv. K. Kt. square, and checkmates.

TWENTY-THIRD SITUATION.

WHITE.	BLACK.
1. Kt. to adv. K. Kt. third sq. and checks.	1. K. to his Kt. square. (or *A*.)

WHITE.	BLACK.
2. Kt. to adv. K. second sq. and checks.	2. K. to his R. square.
3. K. R. takes K. R. P. and checks.	3. K. takes R.
4. Q. R. to K. R. square, and checkmates.	

(A.)

1.	1. K. B. P. takes Kt.
2. K. R. takes K. R. P. and checks.	2. K. takes R.
3. Q. R. to K. R. square, and checkmates.	

TWENTY-FOURTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. Q. R. third square.	1. R. to Q. Kt. square.
2. K. B. to adv. Q. B. third square.	2. Q. to her B. square.
3. Q. takes Q. R. P. and checks.	3. K. takes Q.
4. Q. R. to its square, giving checkmate.	

TWENTY-FIFTH SITUATION.

WHITE.	BLACK.
1. R. to adv. K. B. sq. and checks.	1. K. to his R. second sq.
2. Q. to adv. K. Kt. third sq. and checks.	2. Q. B. takes Q.
3. P. takes B. and checks.	3. K. takes P.
4. K. B. to Q. third square, and checkmates.	

TWENTY-SIXTH SITUATION.

WHITE.	BLACK.
1. Kt. to adv. K. third sq. and checks.	1. K. to his square.
2. Q. to adv. Q. square, and checks.	2. K. B. takes Q.
3. K. R. to adv. K. B. sq. and checks.	3. R. takes K. R.
4. Kt. to adv. K. Kt. second square, and checkmates.	

TWENTY-SEVENTH SITUATION.

WHITE.	BLACK.
1. Kt. to adv. Q. third sq. and checks.	1. K. to Q. sq.
2. B. to K. R. fourth sq. and checks.	2. K. B. P. one square.
3. B. takes P. and checks.	3. K. B. takes B.
4. Q. takes K. B. and checkmates.	

TWENTY-EIGHTH SITUATION.

WHITE.	BLACK.
1. K. R. to adv. K. R. sq. and checks.	1. K. to Q. Kt. second square.
2. K. R. to adv. Q. R. sq.	2. K. to Q. Kt. third sq.
3. Q. B. P. one sq. and checks.	3. K. to Q. Kt. second square.
4. Q. B. P. again checks.	4. K. to Q. Kt. third sq.
5. Q. R. P. checkmates.	

TWENTY-NINTH SITUATION.

WHITE.	BLACK.
1. Kt. to Q. Kt. third sq.	1. K. to Q. Kt. square.
2. R. to adv. Q. square, and checks.	2. K. to Q. R. second sq.
3. Kt. to adv. Q. R. fourth square.	3. P. is compelled to take Kt.
4. P. to adv. Q. Kt. third sq. and checks.	4. K. to Q. R. third sq.
5. P. checkmates.	

THIRTIETH SITUATION.

WHITE.	BLACK.
1. Q. R. to adv. K. R. fourth sq. and checks.	1. K. to his Kt. square.
2. K. R. to K. Kt. third sq. and checks.	2. Q. to K. Kt. fourth square.
3. Q. to adv. K. Kt. second sq. and checks.	3. Q. takes Q.
4. K. B. P. checks.	4. R. takes P.
5. K. P. takes R. and checkmates.	

THIRTY FIRST SITUATION.

WHITE.	BLACK.
1. Q. to adv. Q. B. second sq. and checks.	1. Kt. takes Q.
2. R. to adv. Q. R. sq. and checks.	2. Kt. takes R.
3. Kt. to adv. Q. second sq. checking with B.	3. Kt. interposes.
4. P. takes Kt. and checks.	4. K. to Q. R. square.
5. P. one square, and checkmates.	

THIRTY-SECOND SITUATION.

WHITE.	BLACK.
1. R. to adv. K. R. second sq. and checks.	1. K. to his Kt. square.
2. Kt. to adv. K. B. third sq. and checks.	2. K. to his B. square.
3. K. P. checks.	3. Q. Kt. takes P.
4. R. to adv. K. B. second sq. and checks.	4. K. Kt. takes R.
5. K. Kt. P. one square, and checkmates.	

THIRTY-THIRD SITUATION.

WHITE.	BLACK.
1. K. R. to adv. Q. Kt. sq. and checks.	1. K. to his R. second square. (or *A*.)
2. Q. R. takes K. Kt. P. and checks.	2. K. is compelled to take Q. R.
3. Q. to K. Kt. fourth sq. and checks.	3. K. to his B. second sq.
4. Q. to adv. K. Kt. third sq. and checks.	4. K. to his second sq.

5. Q. to adv. K. square, or to adv. K. Kt. second square, and checkmates.

(*A*.)

1.	1. K. R. to Q. square.
2. Q. to adv. K. B. sq. and checks.	2. K. R. takes Q.
3. Q. R. takes K. R. and checks.	3. K. to his R. second square.

4. Q. R. to adv. K. R. square, and checkmates.

THIRTY-FOURTH SITUATION.

WHITE.	BLACK.
1. Q.R. to adv. K. B. sq. and checks.	1. K. to his Kt. second square.
2. Q. B. to adv. K. R. third sq. and checks.	2. K. takes Q. B.
3. Q.R. to adv. K. Kt. sq.	3. Q.B. to K. B. second square (or any other move).
4. K. R. to adv. K. R. fourth sq. and checks.	4. Q. B. takes K. R.
5. K. Kt. P. one square, and checkmates.	

THIRTY-FIFTH SITUATION.

WHITE.	BLACK.
1. Q. takes K. B. P. and checks.	1. K. to his R. square.
2. Q. Kt. to adv. K. B. third square.	2. Q. R. P. one square.

If he take either of your pieces, you may immediately checkmate him.

WHITE.	BLACK.
3. Q. to adv. K. Kt. third sq.	3. Q. B. to K. Kt. sq.
4. Q. to adv. K. R. second sq. and checks.	4. Q. B. takes Q.
5. K. Kt. to adv. K. B. second sq. and checkmates.	

THIRTY-SIXTH SITUATION.

WHITE.	BLACK.
1. Kt. to K. B. third sq.	1. K. to adv. Q. R. sq.
2. Kt. to Q. fourth sq.	2. K. to adv. Q. R. second square.
3. Kt. to K. second sq.	3. K. to adv. Q. R. sq.
4. Kt. to Q. B. square.	4. Is compelled to move Q. R. P.

5. Kt. to Q. Kt. third square, and checkmates.

THIRTY-SEVENTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. R. third square.	1. Q. to K. B. square.
2. Q. takes K. R. P. and checks.	2. K. takes Q.
3. Q. R. to K. R. square, and checks.	3. Q. to K. R. third sq.
4. Q. R. takes Q. and checks.	4. K. takes Q. R.

5. K. R. checkmates.

THIRTY-EIGHTH SITUATION.

WHITE.	BLACK.
1. R. to Q. third square.	1. K. to his R. square.
2. R. to adv. Q. second square.	2. K. to his Kt. square.
3. K. to adv. K. square.	3. K. to his R. square.
4. R. to adv. K. R. second sq. and checks.	4. K. to his Kt. square.
5. P. one square, and checkmates.	

THIRTY-NINTH SITUATION.

WHITE.	BLACK.
1. R. P. one square.	1. K. B. to its squa[illegible]
2. K. B. to adv. Q. fourth square.	2. Kt. to Q. Kt. second square.
3. K. B. takes Kt.	3. K. to his Kt. square.
4. K. B. to adv. Q. fourth sq. and checks.	4. K. to his R. square.
5. K. B. to Q. R. second square.	5. Is compelled to move K. B.
6. P. or B. takes Kt. P. and checkmates.	

FORTIETH SITUATION.

WHITE.	BLACK.
1. Q. to adv. Q. B. sq. and checks.	1. K. to his Kt. second square.
2. Q. to adv. Q. second sq. and checks.	2. K. to his B. third sq.
3. Q. to adv. K. third sq. and checks.	3. K. to his Kt. second square.
4. Q. to adv. K. second sq. and checks.	4. K. to his R. third sq.
5. Q. takes K. R. P. and checks.	5. Q. B. takes Q.
6. K. Kt. to adv. K. B. second sq. and checks.	6. K. to his R. fourth sq.
7. R. to adv. K. Kt. fourth square, and checkmates.	

FORTY-FIRST SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. fourth sq. and checks.	1. K. to Q. R. square.

WHITE.	BLACK.
2. Kt. to adv. Q. B. second sq. and checks.	2. K. to Q. Kt. square.
3. Kt. takes Q. R. and checks by discovery.	3. K. to Q. R. square.
4. Kt. to adv. Q. B. second sq. and checks.	4. K. to his Kt. square.
5. Kt. to adv. Q. R. third sq. and checks.	5. K. to Q. R. sq.
6. Q. to adv. Q. Kt. sq. and checks.	6. K. R. takes Q.
7. Kt. to adv. Q. B. second square, and checkmates.	

FORTY-SECOND SITUATION.

WHITE	BLACK
1. K. B. to adv. K. Kt. square.	1. K. R. P. one square.
2. Q. to adv. K. square.	2. Q. to K. fourth sq.
3. K. B. to adv. K. third sq. checking by discovery.	3. K. to his R. second sq.
4. Q. to adv. K. Kt. sq. and checks.	4. K. to his Kt. third sq.

WHITE.	BLACK.
5. K. B. to adv. K. B. second sq. and checks.	5. K. to his B. fourth sq. (or A.)
6. Q. to adv. K. R. second sq. and checks.	6. K. to his Kt. fourth square.
7. Q. to adv. K. Kt. third square, and checkmates.	

(*A.*)

5.	5. K. to his Kt. fourth square.
6. K. B. R. two squares, giving check to K. and Q. &c.	

FORTY THIRD SITUATION.

WHITE.	BLACK.
1. K. B. to its third sq. and checks.	1. K. to adv. K. Kt. sq.
2. K. B. to its R. sq.	2. K. takes K. B.
3. K. to his B. square.	3. Q. P. one square.
4. K. P. takes Q. P.	4. K. P. one square.
5; P. to adv. Q. third sq.	5. K. P. one square.

WHITE.	BLACK.
6. P. to adv. Q. second square.	6. K. P. to adv. K. second sq. and checks.
7. K. takes K. P.	7. K. to adv. K. Kt. second sq. (or *A.*)
8. P. becomes a Q.	8. P. becomes a Q.
9. Q. to adv. K. Kt. fourth sq. and checks.	9. K. to adv. K. R. third square.
10. Q. to adv. K. R. fourth sq. and checks.	10. K. to adv. K. Kt. second sq.
11. Q. to K. Kt. fourth sq. and checks.	11. K. to adv. K. R. second square.
12. K. to his B. second sq.	12. Can not avoid checkmate in two moves.

(*A.*)

7.	7. K. to adv. K. Kt. sq.
8. P. becomes a Q.	8. P. becomes a Q.
9. Q. to her fourth sq. and checks.	9. K. to adv. K. R. second square.
10. Q. to K. R. fourth sq. and checks.	10. If K. to adv. K. Kt. second sq. see above; but if K. to adv. K. Kt. sq.

11. Q. to K. B. second square, and checkmates.

FORTY-FOURTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. Q. R. third square.	1. R. to Q. Kt. square.
2. K. Kt. to Q. fourth square.	2. Q. to her R. fourth square.
3. K. Kt. to adv. Q. Kt. fourth square.	3. Is compelled to take Kt. with his Q.
4. Q. takes Q.	4. P. to Q. B. square.
5. Q. to adv. Q. R. third square.	5. R. to Q. Kt. square.
6. Kt. to its B. third sq.	6. Q. Kt. P. one square.
7. Kt. to adv. Q. fourth square.	7. R. to Q. Kt. third sq.
8. Q. to adv. Q. B. sq. and checks.	8. R. to Kt. square.
9. Kt. takes Q. B. P. and checkmates.	

FORTY-FIFTH SITUATION.

WHITE.	BLACK.
1. K. to Q. Kt. third sq.	1. P. one square.
2. K. to Q. B. second sq.	2. Kt. to adv. Q. fourth sq. and checks.

WHITE.	BLACK.
3. K. to Q. B. square.	3. Kt. to adv. Q. Kt. third sq. and checks.
4. K. to Q. B. second square.	4. Kt to adv. Q. second square.

5. K. to Q. B. square, and will make a drawn game, as the Black can never remove him from his Q. B. square, or Q. B. second square.

FORTY-SIXTH SITUATION.

WHITE.	BLACK.
1. Kt. to adv. K. B. fourth square.	1. K. to his B. square.
2. Kt. to adv. K. second square.	2. K. to his square.
3. Kt. to adv. K. Kt. third square.	3. K. to Q. square.
4. Kt. to adv. K. B. sq.	4. K. to his square.
5. Kt. to adv. Q. second square.	5. K. to Q. square.
6. Kt. to adv. K. B. third square.	6. K. to Q. B. square.

WHITE.	BLACK.
7. Kt. to adv. K. sq.	7. K. to Q. square.
8. Kt. to adv. Q.B. second square.	8. K. to Q. B. square.
9. Kt. to adv. K. third square.	9. K. to Q. Kt. square.
10. R. to adv. K. R. square, giving checkmate.	

FORTY-SEVENTH SITUATION.

WHITE.	BLACK.
1. Kt. to adv. K. B. fourth square.	1. K. to his B. square.
2. Kt. to adv. K. second square.	2. K. to his square.
3. Kt. to adv. K. Kt. third square.	3. K. to Q. square.
4. Kt. to adv. K. B. sq.	4. K. to his square.
5. Kt. to adv. Q. second square.	5. K. to Q. square.
6. Kt. to adv. K. B. third sq.	6. K. to Q. B. square.
7. Kt. to adv. K. square.	7. K. to Q. square.

WHITE.	BLACK.
8 Kt. to adv. Q. B. second square.	8. K. to Q. B. square.
9. Kt. to adv. K. third square.	9. K. to Q. Kt. square.
10. Kt. to adv. Q. square.	10. K. to Q. B. square.
11. Kt. to adv. Q. Kt. second square.	11. K. to Q. Kt. square.
12. Kt. to adv. Q. third square.	12. K. to Q. R. square.
13. Kt. to adv. Q. B. sq.	13. K. to Q. Kt. square.
14. Kt. to adv. Q. R. second square.	14. K. to Q. R. square.
15. P. two squares.	15. K. to Q. Kt. square.
16. P. one square.	16. K. to Q. R. square.
17. P. one square.	17. K. to Q. Kt. square.
18. Kt. to adv. Q. B. third sq. and checks.	18. K. to Q. *Rook's* or Q. *Bishop's* square.
19. P. checkmates.	

FORTY-EIGHTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. B. sq. and checks.	1. K. to his R. second square.
2. B. to Q. third square, and checks.	2. K. Kt. P. one square.

WHITE.	BLACK.
3. R. to adv. K. Kt. fourth square.	3. Is compelled to take R. with K. R. P.
4. K. R. P. one square.	4. P. (which is at K. Kt. fourth sq.) one sq.
5. B. to K. fourth sq.	5. P. to adv. K. Kt. third square.
6. B. to Kt. second sq.	6. K. Kt. P. one square.
7. Q. to adv. K. B. third square.	7. K. Kt. P. to adv. K. Kt. fourth square.
8. B. to K. fourth sq. and checks.	8. K. to his Kt. square.
9. P. checkmates.	

FORTY-NINTH SITUATION.

WHITE.	BLACK.
1. Kt. to K. third sq.	1. K. to his Kt. square.
2. Kt. to its fourth sq.	2. K. to his R. square.
3. Kt. to adv. K. B. third square.	3. K. Kt. P. is compelled to take Kt.
4. K. to adv. K. B. second square.	4. K. Kt. P. one square.
5. K. Kt. P. one sq. and checks.	5. K. to his R. second square.

6. K. Kt. P. becomes a Q. and checkmates.

FIFTIETH SITUATION.

WHITE.	BLACK.
1. K. R. to its square.	1. K. takes K. R.
2. K. to his B. second sq.	2. Q. Kt. P. one square.
3. Q. R. P. takes Q. Kt. P.	3. Q. R. P. one square.
4. P. to adv. Q: Kt. third square.	4. P. to adv. Q. R. third square.
5. P. to adv. Q. Kt: second square.	5. P. to adv. Q. R. second square.
6. P. becomes a Q.	6. P. becomes a Q.
7. Q. to adv. Q. Kt. second square, and checkmates.	

FIFTY-FIRST SITUATION.

WHITE.	BLACK.
1. R. to K. B. fourth sq.	1. R. to adv. K. R. sq.
2. R. to K. fourth sq. and checks.	2. K. to Q. second sq.
3. K. to adv. K. B. second square.	3. R. to adv. K. B. sq. and checks.

WHITE.	BLACK.
4. K. to adv. K. Kt. third square.	4. R. to adv. K. Kt. sq. and checks.
5. K.to adv.K.B.(orK.R.) third square.	5. R. to adv. K. B. sq. (or K. R. sq.) and checks.
6. K. to adv. K. Kt. fourth square.	6. R. to adv. K. Kt. sq. and checks.
7. R. interposes at K. Kt. fourth square.	7. R. takes R.

8. K. takes R. and of course will easily win the game.

FIFTY-SECOND SITUATION.

WHITE. BLACK.

The player of the White must carefully abstain from playing his King; and he must likewise observe to keep his Bishop on the *great diagonal.* If the player of the Black should force his adversary's Bishop with his Queen's Bishop's Pawn, he will nevertheless be unable to win the game; ex.:

WHITE.	BLACK.
1. B. to adv. K. B. third square.	1. Q. B. P. one square.

WHITE.	BLACK.
2. B. to adv. K. Kt. second square.	2. Q. B. P. to adv. Q. B. fourth square.
3. B. to adv. K. R. sq.	3. K. to adv. Q. third square.
4. B. to its Kt. second square.	4. Q. B. P. one square.
5. B. takes Q. B. P.	5. If the King take the Bishop, the White King will be stalemated; and if the Black decline taking the Bishop, the White, by keeping his Bishop on that diagonal, will obviously draw the game.

FIFTY-THIRD SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. R. sq. and checks.	1. K. to Q. R. second sq.
2. Q. to adv. Q. B. sq.	2. P. one square.
3. P. takes P. and checkmates.	

FIFTY-FOURTH SITUATION.

WHITE.	BLACK
1. B. to adv. Q. Kt. third square. *	1. R. to adv. Q. R. sq.
2. B. to K. Kt. square.	2. R. takes R. †
3. Is stalemated.	

FIFTY-FIFTH SITUATION.

WHITE.	BLACK.
1. R. to adv. K. B. sq. and checks.	1. K. to Q. R. second sq.
2. R. to adv. Q. R. sq. and checks.	2. K. takes R.

* When you play the Bishop to the adversary's Queen's Knight's third square, if the Black take it with his King, you must take his Queen's Knight's Pawn, giving check, and then play your King to his Knight's square, which of course will draw the game.

† If the Black, instead of taking your Rook with his, were to play it to your Queen's Rook's second square, you would win the game by playing your Bishop to your Queen's fourth square.

WHITE.	BLACK.
3. Q. to adv. K. B. square, and checks.	3. K. to Q. R. second square.
4. Q. to adv. Q.B. fourth sq. and checks.	4. Q. takes Q.
5. Is stalemated.	

FIFTY-SIXTH SITUATION.

WHITE	BLACK.
1. Kt. to Q. B. second sq. and checks.	1. K. to adv. Q. B. third square.
2. Kt. to Q. R. square.	2. K. to adv. Q. Kt. second square.
3. K. to Q. second sq.	3. K. takes Kt.
4. K. to Q. B. square.	4. Q. B. P. one square.
5. K. to Q. B. second sq.	5. Q. B. P. to its fourth square.
6. K. to Q. B. square.	6. Q. B. P. to adv. Q. B. fourth square.
7. K. to Q. B. second sq.	7. Q. B. P. to adv. Q. B third square.
8. K. to Q. B. square.	8. K. Kt. P. one square. (or *A*.)

WHITE.	BLACK.
9. K. R. P. takes P. (or *B.*)	9. Q. B. P. to adv. Q. B. second square.

10. Whether the King take that Pawn, or whether the White Pawn be played, the Black is stalemated, and the game is consequently drawn.

(*A.*)

If the Black, at the eighth move, had played his Queen's Bishop's Pawn instead of his King's Knight's Pawn, you would have won the game; ex.:

8.	8. Q. B.P. to adv. Q. B. second square.
9. K. takes P.	9. K. Kt. P. one square.
10. K. R. P. must not take it, but move one sq.	10. K. Kt. P. to adv. K. Kt. fourth square.
11. P. to adv. K. R. third square.	11. P. to adv. K. Kt. third square.
12. P. to adv. K. R. second square.	12. P. to adv. K. Kt. second square.

13. P. becomes a B. or a Q. and checkmates.

(*B.*)

If, at the ninth move, you had played your King's Rook's Pawn to the adversary's King's Rook's fourth square, instead of taking the King's Knight's Pawn, you would have lost the game; ex.:

9. K. R.P. to adv. K.R. fourth square.	9. K. Kt. P. to adv. K. Kt. fourth square.

WHITE.	BLACK.
10. K. R.P. to adv. K. R. third square.	10. K. Kt. P. to adv. K. Kt. third square.
11. K. R.P. to adv. K. R. second square.	11. K. Kt. P. to adv. K. Kt. second sqarc.
12. K. R. P. becomes a Q.	12. K. Kt. P. becomes a Q. and checks.
13. K. to Q. B. second sq.	13. Q. to adv. Q. Kt. sq. and checks.
14. K. is compelled to take Q. B. P.	14. Q. to adv. Q. Kt. second sq. giving check, then takes the White Q. and, of course, wins the game.

FIFTY-SEVENTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. B. third square.	1. K. to his Kt. square.
2. K. to his Kt. fourth sq.	2. K. to his R. second sq.
3. K. Kt. P. one square.	3. K. to his Kt. square.
4. R. to adv. K. sq. and checks.	4. K. to his R. second square.

WHITE.	BLACK.
5. Q. to adv. K. second square.	5. K. to his Kt. third sq.
6. Kt. to K. B. fourth sq. and checks.	6. K. to his Kt. second square.
7. K. to adv. K. R. fourth square.	7. K. to his R. second square.
8. K. Kt. P. one square.	8. K. to his Kt. second square.
9. Kt. to adv. Q. fourth square.	9. K. to his R. second sq.
10. R. to adv. Q. sq. *to gain the move.*	10. K. to his Kt. second square.
11. Q. to adv. K. B. third sq. and checks.	11. K. to his R. second square.
12. Q. to adv. K. Kt. third sq. and checks.	12. K. B. P. is compelled to take Q. and checkmate.

FIFTY-EIGHTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. Q. third sq. and checks.	1. Q. B. P. takes Q.

WHITE.	BLACK.
2. R. to K. B. fourth sq.	2. Q. B. P. to Q. fourth square.
3. K. Kt. to K. fourth sq. and checks.	3. Q. B. P. takes K. Kt.
4. Q. B. to K. third sq.	4. Q. B. P. is obliged to take K. B. P.
5. Q. Kt. to K. B. second sq.	5. Q. B. P. is forced to take K. Kt. P. and to checkmate.

FIFTY-NINTH SITUATION.

WHITE.	BLACK.
1. K. Kt. takes K. Kt. P. and checks.	1. Q. B. is obliged to take K. Kt.
2. Q. Kt. takes K. R. P. and checks.	2. Q. B. is compelled to take Kt.
3. Q. to K. Kt. second sq. and checks.	3. Q. B. being forced to take her, checkmates.

SIXTIETH SITUATION.

WHITE.	BLACK.
1. R. to adv. K. square. and checks.	1. Kt. to Q. Kt. square.
2. K. to adv. Q.R. fourth square.	2. K. R. P. to adv. K.R. third square.
3. R. to adv. K. R. sq.	3. K. R.P. to adv. K. R. second square.
4. Q. R. P. two squares.	4. K. R. P. becomes a Q.
5. R. takes Q.	5. Kt. is obliged to move

to Q. B. third square, and to checkmate.

SIXTY-FIRST SITUATION.

BLACK.	WHITE.
1. R. to adv. K. Kt. sq. and checks.	1. K. to adv. K. R. fourth square.
2. Q. B. to adv. K. Kt. fourth sq. and checks.	2. K. to adv. K. Kt. fourth square.

BLACK.	WHITE.
3. Kt. to its own square, checking by discovering K. B.	3. Kt. is compelled to take K. B.
4. Q. B. to K. third sq. checking with R.	4. K. to adv. K. R. fourth square.
5. Q. B. to K. B. second sq. and checks,	5. Kt. being forced to take Q. B. checkmates.

SIXTY-SECOND SITUATION.

WHITE.	BLACK.
1. R. to adv. Q. fourth square.	1. K. to Q. Kt. square.
2. R. to adv. Q. sq. and checks.	2. K. to Q. R. second sq.
3. Q. B. to Q. fourth sq. and checks.	3. K. to Q. R. third sq.
4. K. B. to Q. R. second square.	4. K. to Q. R. fourth square.
5. K. to adv. Q. B. second square.	5. K. to Q. Kt. fourth square.
6. R. to adv. Q. Kt. sq. and checks.	6. K. to Q. R. fourth sq.

WHITE.	BLACK.
7. R. to adv. Q. R. sq. and checks.	7. K. to Q. Kt. fourth square.
8. Q. P. to Q. B. fourth sq. and checks.	8. K. to adv. Q. Kt. fourth square.
9. Q. B. P. gives checkmate.	

SIXTY-THIRD SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. R. second square.	1. K. to *Q.* or to *B.* sq.
2. K. B. to adv. K. B. fourth square.	2. K. to his square.
3. Q. to adv. K. Kt. second square.	3. K. to Q. square.
4. Q. to adv. K. B. third sq. and checks.	4. K. to his square.
5. K. B. to K. fourth sq.	5. P. is obliged to take K. B.
6. Q. P. one sq. to adv. Q. fourth square.	6. P. to adv. K. third sq.
7. P. to adv. Q. third sq.	7. P. to adv. K. second square.
8. P. to adv. Q. second square, and checkmates.	

SIXTY-FOURTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. B. third sq. and checks.	1. K. to his R. second sq.
2. Q. to K. R. fourth sq.	2. K. to his R. third sq.
3. Kt. to adv. K. Kt. second square.	3. K. to his R. second sq.
4. P. one square.	4. K. to his R. third sq.
5. P. one sq. and checks.	5. K. to its R. second sq.
6. Kt. to adv. K. B. fourth square.	6. K. to his R. square.
7. Q. to her fourth sq. and checks.	7. K. to his R. second square.
8. P. to adv. K. Kt. third square, and checkmates.	

SIXTY-FIFTH SITUATION.

WHITE.	BLACK.
1. Q. B. to adv. K. fourth square.	1. Q. P. one square.

WHITE.	BLACK.
2. K. B. to adv. Q. B. third sq. and checks.	2. K. to Q. Kt. square.
3. Q. R. P. one square.	3. Q. P. takes Q. B.
4. Q. P. one square.	4. P. to adv. K. fourth square.
5. Q. R. P. one square.	5. P. to adv. K. third square.
6. Q. R. P. to adv. Q. R. fourth square.	6. P. to adv. K. second square.
7. Q. R. P. to adv. Q. R. third square.	7. P. becomes a Q.
8. Q. R. P. to adv. Q. R. second sq. and checks.	8. K. to Q. B. square.

9. Q. P. to adv. Q. second square, and checkmates.

SIXTY-SIXTH SITUATION.

WHITE.	BLACK.
1. Kt. to adv. K. third square, and checks.	1. K. to Q. B. square.

If he move to any other square, he will only accelerate his defeat.

WHITE.	BLACK.
2. R. to adv. Q.Kt. fourth square.	2. K. to Q. second sq.
3. R. to adv. Q. Kt. sq.	3. K. to his second sq.
4. R. to adv. K. B. sq.	4. K. to Q. second sq.
5. Q. B. P. to adv. Q. B. third sq. and checks.	5. K. to his second sq.
6. K. B. P. and checkmates	

SIXTY-SEVENTH SITUATION.

WHITE.	BLACK.
1. Q. B. to K. sq. and checks.	1. K. Kt. P. interposes.
2. Q. to adv. K. second sq. giving check.	2. K. B. to K. Kt. fourth square.
3. Q. to K. third square.	3. K. B. to its R. third sq. or to its Q. sq.
4. *K. R. P.* takes K. Kt. P. and checks.	4. K. to his Kt. fourth square.
5. *K. R. P.* takes K. B. P. and checks.	5. K. to his Kt. third sq.
6. *K. R. P.* to adv. K. B. fourth square, giving checkmate.	

SIXTY-EIGHTH SITUATION.

WHITE.	BLACK.
1. Q. B. to adv. Q. sq. and checks.	1. K. to Q. R. second sq.
2. Q. R. takes Q. R. P. and checks.	2. Q. Kt. P. takes Q. R.
3. Q. to adv. Q. second sq. and checks.	3. K. to Q. Kt. square.
4. Q. to adv. Q. B. second sq. and checks.	4. K. to Q. R. square.
5. Q. to adv. Q. B. sq. and checks.	5. K. to Q. R. second sq.
6. Q. B. to adv. Q. Kt. third sq. and checks.	6. K. is obliged to take Q. B.

7. Q. to adv. Q. Kt. square, and checkmates.

SIXTY-NINTH SITUATION.

WHITE.	BLACK.
1. Q. takes Kt. and checks.	1. Q. takes Q.
2. Q. R. takes K. Kt. P. and checks.	2. K. to his R. square.

WHITE.	BLACK.
3. Q. R. to adv. K. Kt. sq. and checks.	3. Q. B. takes Q. R.
4. Q. B. to Q. fourth sq. and checks.	4. K. to his R. second square.
5. R. to adv. K. Kt. second sq. and checks.	5. K. to his R. square.
6. R. to adv. K. second sq. checking with Q. B.	6. Q. is compelled to interpose, either at K. B. third square, or at K. fourth sq.
7. Q. B. takes Q. and checkmates.	

SEVENTIETH SITUATION.

WHITE.	BLACK.
1. K. Kt. to adv. K. second sq. checking by discovery of Q.	1. K. to his R. square.
2. Q. Kt. to adv. K. Kt. third sq. and checks.	2. K. to his R. second sq.
3. Q. Kt. to adv. K. B. sq. giving double check.	3. K. to his R. square.
4. Q. to adv. K. R. second sq. and checks.	4. K. Kt. takes Q.
5. Q. Kt. to adv. K. Kt. third square, giving checkmate.	

SEVENTY-FIRST SITUATION.

WHITE.	BLACK.
1. K. Kt. P. one square.	1. Q. Kt. P. one square. (or *A*.)
2. K. R. P. one square.	2. K. Kt. P. one square, and checks.
3. K. takes K. B. P.	3. K. Kt. P. one square.
4. K. to adv. K. B. fourth square.	4. K. Kt. P. one square.

5. K. R. P. or K. B. P. takes K. Kt. P. and checkmates.

(*A*.)

1.	1. K. Kt. P. two sq.
2. K. R. P. one square.	2. Q. Kt. P. one square.
3. K. R. P. one square.	3. K. Kt. P. takes P.

4. K. Kt. P. one square, giving checkmate.

SEVENTY-SECOND SITUATION.

WHITE.	BLACK.
1. Q. Kt. P. one square.	1. R. to adv. K. Kt. sq.
2. Q. Kt. P. becomes a Kt. and checks.	2. K. to Q. B. second sq.

WHITE.	BLACK.
3. Q. R. P. becomes a Q.	3. R. to adv. Q. R. sq. and checks.
4. K. to adv. Q. Kt. fourth square.	4. R. takes Q.

5. Kt. to adv. Q. R. third square, giving check; and the game must be *drawn*.

N. B. The method of drawing the game with a Knight against a Rook is analysed, page 235.

SEVENTY-THIRD SITUATION.

WHITE.	BLACK.
1. Q. R. P. becomes a Q.	1. R. takes Q.
2. K. takes R.	2. K. to his third sq.
3. K. to adv. Q. Kt. second square.	3. K. to his B. fourth sq.
4. K. to adv. Q. B. third square.	4. K. to adv. K. Kt. fourth square.
5. K. to adv. Q. fourth square.	5. K. takes K. Kt. P.
6. K. to his fourth sq.	6. K. takes K. R. P.

WHITE.	BLACK.
7. K. to his B. third sq.	7. K. to adv. K. R. third square.
8. K. to his B. second square.	8. K. to adv. K. R. second square.
9. K. to his B. square, and of course draws the game.	

N. B. If the Black had the move, he would easily win the game.; ex.:

BLACK.	WHITE.
1. R. to Q. R. square.	1. K. takes R.
2. K. to Q. B. second square.	2. K. Kt. P. one square.
3. K. R. P. takes P.	3. K. R. P. one square.
4. K. R. P. to adv. K. Kt. third square.	4. K. R. P. one square.
5. K. R. P. to adv. K. Kt. second square.	5. K. R. P. to adv. K. R. second square.
6. P. becomes a Q.	6. P. becomes a Q.
7. Q. to adv. K. Kt. second square, and checkmates.	

SEVENTY-FOURTH SITUATION.

WHITE.	BLACK.
1. Q. B. to Q. R. square.	1. K. takes Q. B.
2. K. to Q. B. square.	2. Q. B. P. one square.

If he moved it *two* squares, he would lose the game.

WHITE.	BLACK.
3. K. to Q.B. second sq.	3. Q. B. P. one square.
4. K. to Q. B. square.	4. Q. B. P. to adv. Q. B. fourth square.
5. K. to Q. B. second sq.	5. Q. B. P. to adv. Q. B. third square.
6. K. to Q. B. square.	6. K. Kt. P. one square.
7. K. R. P. takes P.	7. Q. B. P. to adv. Q. B. second square.

If you moved your Pawn, instead of taking his, he would easily win. (see *A.*)

8. Is obliged to take P. or play his P.; in either of which cases the Black is in a stale.

(*A.*)

7. K. R. P. does not take, but moves to adv. K. R. fourth sq.	7. K. Kt. P. to adv. K. Kt. fourth square.
8. K. R. P. to adv. K. R. third square.	8. K. Kt. P. to adv. K. Kt. third square.
9. K. R. P. to adv. K. R. second square.	9. K. Kt. P. to adv. K. Kt. second square.
10. P. becomes a Q.	10. K. Kt. P. becomes a Q. and checks.
11. K. to Q. B. second sq.	11. Q. to adv. Q. Kt. sq. and checks.
12. K. is compelled to take Q. B. P.	12. Q. to adv. Q. Kt. second sq. and checks
13. K. to Q. third sq.	13. Q. takes Q. &c.

SEVENTY-FIFTH SITUATION.

WHITE.	BLACK.
1. Q. to adv. K. B. second sq. and checks.	1. K. to his R. square.
2. Q. B. to adv. K. B. third sq. and checks.	2. Q. is compelled to take Q. B.
3. Q. takes Q. and checks.	3. K. to his Kt. square.
4. Q. to adv. K. R. third square.	4. K. to his R. square.
5. K. Kt. P. one square.	5. K. to his Kt. square.
6. K. B. to adv. K. B. second sq. and checks.	6. K. to his R. square.
7. P. checkmates.	

SOLUTION

OF

THE FIRST OF THE THREE SITUATIONS,

INSERTED IN PAGE 174, ET SEQ.

WHITE.	BLACK.
1. Kt. to adv. K. second sq. and checks.	1. K. to his R. square.
2. K. R. takes K. R. P. and checks.	2. K. Kt. P. takes K. R.
3. K. Kt. P. one square, and checks.	3. K. to his R. second square.
4. K. Kt. P. takes K. R. becomes a Kt. and checks.	4. K. to his R. square.
5. Q. R. to adv. Kt. square, and checkmates.	

SECOND SITUATION.

BLACK.	WHITE.
1. Q. B. to K. B. fourth square.	1. Q. takes Q. B.
2. Q. to adv. Q. B. sq. and checks.	2. Q. R. takes Q.

BLACK.	WHITE.
3. K. Kt. to adv. K. second sq and checks.	3. K. to Q. R. square.
4. Q. R takes Q. R. and checks.	4. Q. interposes at Kt. square.

5. K. Kt. to adversary's Q. Kt. third square, and checkmates.

THIRD SITUATION.

WHITE.	BLACK.
1. Q. Kt. to adv. Q. B. second sq. and checks.	1. K. to Q. R. fourth square.
2. Q. R. to adv. Q. Kt. fourth sq. and checks.	2. K. to adv. Q. R. fourth square.
3. K. R. to Q. R. third sq. and checks.	3. Q. Kt. to K. R.
4. Q. Kt. P. one square, and checks.	4. Q. B. takes P.

5. Q. R. P. takes Q. B. and checkmates.

THE END.

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